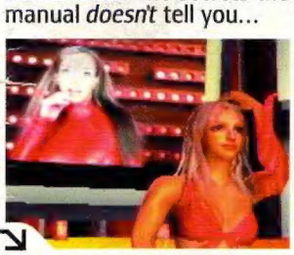
NEW GAMES!

METAL GEAR SOLID 2

REVEALED! The secrets the manual *doesn't* tell you...



BRITNEY'S DANCE BEAT

GET THE SPEARS IN! Two dirty great jugfuls inside.

MEDAL OF HONOR: FRONTLINE

GOERING FOR GOLD! First play of this gutsy WW2 hit.

WORLD CUP 2002

EAT THAT! Represent your country in our FIFA compo!

No.1 FOR PLAYSTATION 2®

PSM2

OFFICIAL! No.1 UK's fastest growing PS2 magazine!

GET WRECKED!

STUNTMAN

The Driver team ram raid Hollywood and leave it smoking! Pick this out of your eyes NOW!

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29 PAGES OF BRITAIN'S HARDEST REVIEWS!

Herdy Gerdy, Tiger Woods, Racer Revenge, *more* ...

SCOOP!

GT: ON-LINE!

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To Behead
Or Not To Behead
That Is The Question
- Kain

BLOOD OMEN 2

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Kain, the most evil video game character of all time, is back to reclaim the land of Nosgoth.

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Bare-clawed or with weapons, engage your enemies in close combat, then drain their corpses of blood.

XBOX

PlayStation.2

PC CD-ROM

www.legacyofkain.com

CRYSTAL DYNAMICS

15

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WELCOME TO PSM2

STUNTMAN

PSM2 COVER GAME! PG26

We've got the first in-game footage, all the action and an exclusive backstage look at Reflections' massive bumper-mushing masterpiece!

IT'S THE DRIVING EXPERIENCE THAT MAKES YOU FEAR FOR YOUR BIG END – WE'RE NOT KIDDING.

As much as we all love *GT3*, there's something hugely unsatisfying about bouncing painlessly from one chromed drone to another as you battle your way up the field. The following pack of motoring titles have recognised the basic thirst for damage inherent in most gamers and have gone out of their way to implement real-time, real-expensive wear and tear to their racers.

World Rally Championship stank of burning clutches and shattered windscreens, while *TOCA Race Driver*'s threatening to fall just short of snipping your seatbelt and catapulting you face-first into your TV screen.

Forget it all, people. The *Driver* team have taken the promise that we brought you in PSM2# 13 and ramped the *Stuntman* experience up to an all-revving, chassis-shagging adrenaline rush of pure destruction. If we could pull ourselves away from bunny-hopping our passenger doors scattered on the road for a minute, we might've completed some of the game's innovative levels. But you try telling Joel that there's a whole Stunt Arena out there to unlock, if only he could be bothered to stop buggering about driving over his own bumpers in Wapping. It's pg26 to discover how to royally knacker yourself with *Stuntman*, then, or pg34 to find out how to avoid the Nazis knackering *you* in our brilliant *Medal of Honor: Frontline* hands-on preview.

Or, if you fancy knackering your DualShock thumb and eyesight, you'll be needing our *Britney's Dance Beat* exclusive on pg48. Oh, yes.

THE PSM2 TEAM

BY CHOOSING BRITAIN'S BEST PS2 MAG, EVERY MONTH WE GUARANTEE YOU:

☑ THE SHARPEST OPINIONS
Unlike other magazines, we're not 'in bed' with the industry – we can write what we want, when we want. We're the only mag to bring you hands-on verdicts of games while they're still being made and it's against PSM2's reviews that others are judged. Our readers always come first and we'll never betray your trust.

☑ THE CLEAREST INFORMATION
Don't put up with magazines that give you 400 words of indulgent drivel before they actually start talking about a game. PSM2 gets straight to the point while the others are still up their own arses. No-one comes close to the quality of our writing and we guarantee you the best, most exclusive screenshots every single issue.

☑ THE RICHEST DETAIL
We play games longer and harder than anyone else and stuff every page with the detail we find. We want to show you what it's like to feel the rain on the screen in *Metal Gear Solid 2* and floor an Audi TT around central London in *The Getaway*. The result? By reading PSM2, you're the most informed people on the planet.

☑ THE BIGGEST GAMES
As well as bringing you unrivalled coverage of every new UK game, we review the biggest titles as soon as they hit Japan and America – so you know which ones are worth waiting for. If a game's not in PSM2, it's not worth knowing about. Anyone who decides to sneak a game on to the shelves behind our backs can't be trusted.

☑ THE HOTTEST DVD ACTION
Forget a disc full of developer-approved CG and misinformed, patronising press release voiceovers – we carry more in-game footage than any other mag. In fact, we show you more games in action, full stop (don't let inferior mags try and tell you otherwise). No-one can better the kind of inside info we get. You won't miss a thing. And it's all free.

☑ WARNING: PSM2 ISN'T ABOUT...
Piss-poor, seen-it-before features on girls 'n' games. Or game violence. Or piracy in the games industry. It's not about *those* Japs being mad or D-list celebrities playing some random title. We don't review music CDs or ice creams. We won't waste space with such clichéd trash – we'll let other magazines do that.

PSM2 • OFTEN IMITATED • NEVER BETTERED

PLAYSTATION 2 MAGAZINE

PSM2

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PLAYING PS2 LONGER, HARDER, FASTER

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コンテンツ

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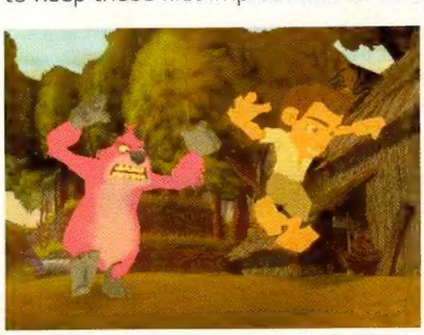
PSM2 EXCLUSIVE PREVIEW PG26

ALL-NEW ACTION!

STUNTMAN

Diesel-powered, bumper-crunchin', knuckle-bunchin' excesses, courtesy of the guys behind *Driver*. We're the *only* mag in the world to spend real, *quality* time with it. We've tried out the biggest stunts, and you just know we won't be able to keep those first impressions to ourselves. Page 26 is where we spill it...



HERDY GERDY ..... **PAGE 54**
Hmmm... looks great, plays... well, read our no-nonsense review.

BLOOD OMEN 2 ..... **PAGE 40**
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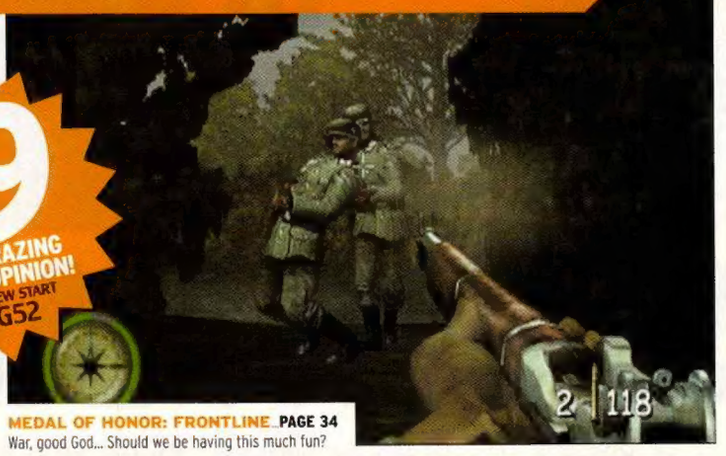

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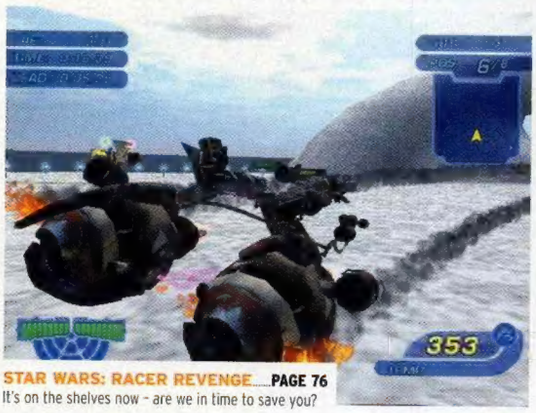

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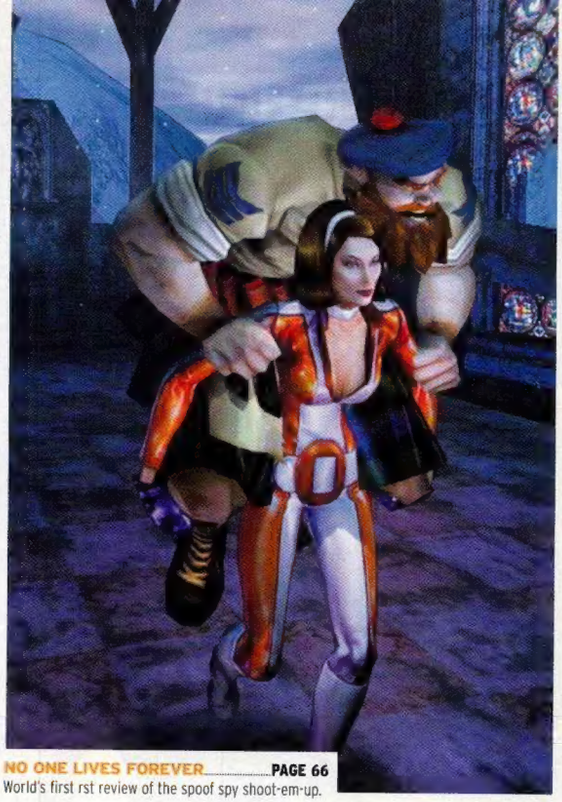

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WE RECOMMEND YOU GO HERE FIRST...

7 ON YOUR DVD
Reading this on the train? Pore over this page to get a load of the awesome games that you'll be able to see once you get home.

10 LETTERS
This is the place where the most influential people in videogaming come to shoot their mouths off. Find out what real PS2 gamers should be talking about.

84 ABSOLUTE PS2
Every UK game (and a few choice imports) reviewed. Get up to speed easily...

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ISSUE #21 "STUNTED GROWTH"
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It's a case of 'try before you die' as we bin the manual and start over.

BONUS STUFF

Features that take you deeper into the dark world of PlayStation 2. Get ready to experience the future of gaming.

BRITNEY'S DANCE BEAT!

Yeah-yeah-yeah-yeah yeah... Is it her? Or is it the fact that this is actually one of the most pick-upable, compelling bemani titles we've played? Find out in our four page, pic-smitten feature 48

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7 ON YOUR DVD

There's a smart mix of top quality game demos, news, tips and more on this month's awesome disc.
For more info ..... Turn the page

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PlayStation.2

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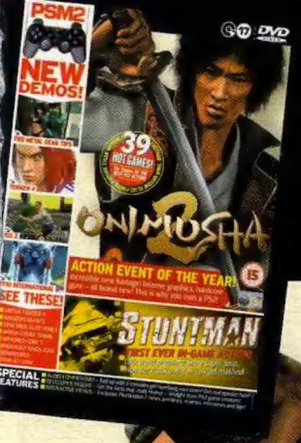

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Rammed. Fat. Stuffed to the gills. Not just with the greatest new titles on PS2, but with more in-game footage than any other disc!

YOUR QUICK FLICK GUIDE!

GAME NAME	SECTION
Armored Core 3	Accelerator
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Conflict Zone	Coming Soon
Downforce	Coming Soon
Drakan: The Ancients' Gates	Reviews
Dynasty Warriors 3	Reviews
ESPN X Games Snowboarding 2	Reviews
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Final Fantasy 10	Accelerator
Frank Herbert's Dune	Reviews
Gran Turismo 3	Tips
Hitman 2	Accelerator
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Jonny Moseley Mad Trix	Reviews
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Knockouts Kings 2002	Coming Soon
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Peter Pan: The Legend of Neverland	Reviews
Pirates: Legend of Black Kat	Coming Soon
Resident Evil Survivor 2 Code: Veronica	Reviews
Shadow Hearts	Coming Soon
Shadowman 2	Reviews
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Tekken 4	Coming Soon
Tiger Woods 2002	Coming Soon
TOCA Race Driver	Accelerator
Virtua Fighter 4	Reviews
WWF Smackdown! JBI	Tips

THE FEATURE PRESENTATION...

ONIMUSHA 2

(Hack, chop, scrish, wa*baam*...) don't mind us we're just (*ssshrikk*) carving our way through another bumper chunk of *Onimusha 2* footage. It's a life-shortening four-and-a-half minutes long, it's crammed with demonic tongue action and chest-beating intros to all five playable characters, *and* it's the only place you'll see such a swollen collection of super-cooled weapon effects this side of the game's review. Simply soul shafting.

MINES A DOUBLE: Check out the sequel's super-creepy environments and ace lighting effects.

SPIT ON THE SIDE: Fearsome and drooly adversaries are just gagging for a slash.

PSM2 EXCLUSIVE...

STUNTMAN

From Toothless in Wapping to bezzing about Bangkok in a tuk-tuk, we provide exclusive, front row seats for the best chase scene ever devised. Fancy seeing a Dr Jones clone flip WW2 jeeps under fire? Or perhaps you'd rather take in a monster truck mounting a column of wrecked cars? Whatever your automotive fetish, this rocket-fuelled beauty's more than happy to put out. We get a go on her first.

RUDDY HARD SKIPLING: The blag's gone apples and pears. You muppet, etc...

PRO TIPS...

METAL GEAR SOLID 2

Perpetually arsing about? Wasting ammo unnecessarily? Constantly having mates telling you that you're an *MGS2* no-hoper? Then grab a gutsy tub of sweet popcorn, settle into your beanbag and let PSM2 show you the disco-slick path to victory. From nailing cheeky assassins in record time to making Solidus eat humble pie, we cover every boss and show you what they're really made of.

SOLIDUS A ROCK: He thinks he's a big man - learn him otherwise with PSM2.

NAVIGATING YOUR DVD

Relax and let PSM2 show you how to quickly get around your new white disc...

While you're watching Reviews, click down the R3 Analogue stick to hear what the PSM2 team think...

OUR THANKS TO...

Aqua Lung for supplying the track Old Skool for Accelerator.

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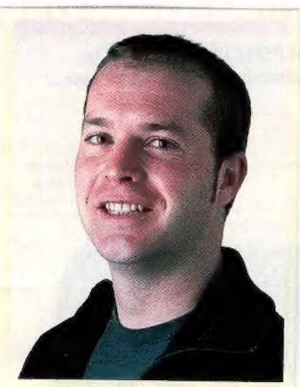
#21 PLAYSTATION 2 GOES PLATINUM

The price point watershed PSM2's been predicting finally kicks off, unleashing a back catalogue of class onto an unsuspecting world.



Name Duncan Baizley
Occupation Production Editor PSM2 Magazine

For the love of G-g-areth Gates have you made this a Defining Moment? It's just an opportunity for publishing houses to shift unwanted stock, isn't it?

Oh, leave it. Every month yap, yap, giving it all that... This is monumental news, and we'll tell you exactly why.

Platinum Range, Mega or Greatest Hits, call it what you want, PlayStation 2's finally gone cut-price worldwide. Hot on the heels of the Japanese and US announcements, Sony Europe have gone public with news that, as from March 1st, 2002, nine early classics will be slashed to a slimline £19.99. For those interested, the full line-up will be: *GT3* (PSM2 verdict 93%), *TimeSplitters* (86%), *Oni* (62%), *Tekken Tag Tournament* (87%), *F1 2001* (84%), *Dead or Alive 2* (83%), *Crazy Taxi* (80%), *Red Faction* (88%), *Star Wars: Starfighter* (85%). Which, when you take a more measured look, is a bundle of low-price quality – excluding, of course, *Oni*, which, despite our frequent warnings still managed to hoist itself to number one for a nanosecond.

As far as gamers are concerned it's a ploy that'll provide a swarm of decent, affordable titles for PS2 newcomers, plus a chance for old hands to collar a few classics for their collections.

How are Sony going to ensure we get something worthwhile?

As with the Platinum range on PSone there're certain prerequisites to make sure you always get a half decent title for your hard-earned. To make the grade a game has to have sold well and have been on the market for at least nine months. So, no *Music Maker* and not even a sniff of *Iron Aces 2*. What we can look forward to is the other global cut-price titles like *Onimusha* – a Mega Hit in Japan – and *Twisted Metal: Black*, *ATV Offroad Fury* and *Dark Cloud*, all of which have just been reduced in America. So, more than enough reasons to prod your missus out the door this Easter for some altruistic consumer therapy. **PSM2**

"DECENT, AFFORDABLE TITLES FOR PS2 NEWCOMERS, PLUS A CHANCE FOR OLD HANDS TO COLLAR A FEW CLASSICS FOR THEIR COLLECTIONS"

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#02 THE METAL GEAR SOLID 2 TRAILER
#03 WHEN YOU WANDER OFF-PISTE IN SSX
#04 SEEING THE DETAIL IN GRAN TURISMO 3
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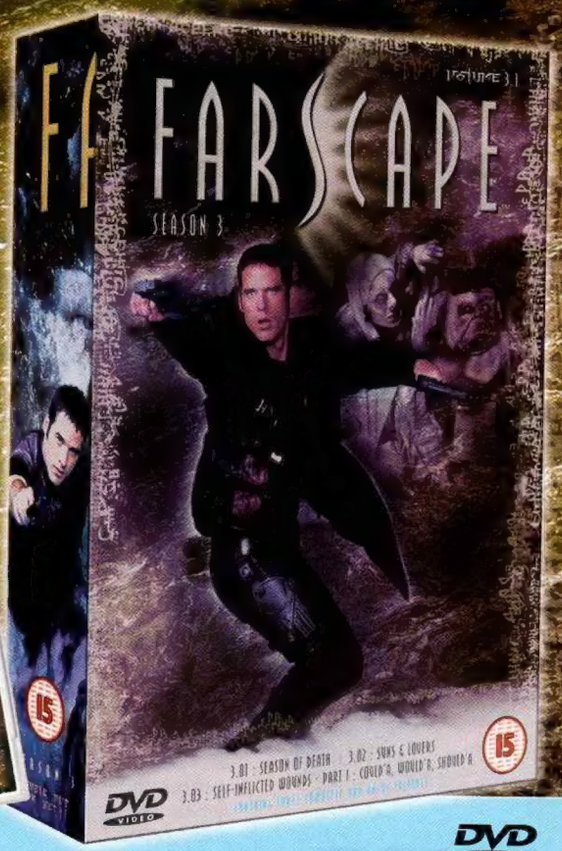

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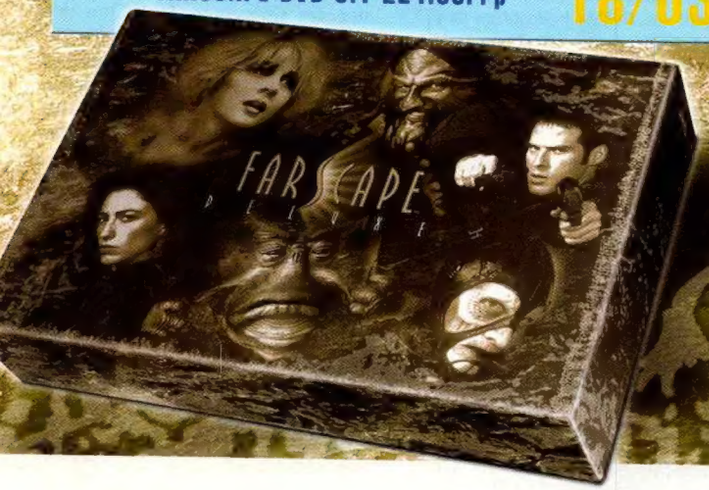

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LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

THE VOICE OF CHOICE

"THE PLAYER HAS TO WORRY SO MUCH ABOUT SAVING AMMO, AND HEALTH... DO WE ACTUALLY ENJOY THE PROCESS... YOU KNOW, ALWAYS WORRYING?"

GAME
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FREE PS2 GAME!
Each issue will see the author of the Star Letter being lucky enough to receive the PS2 game of their choice from those beautiful people at GAME. Simply tag which game you'd like to the bottom of your letter and, if you're lucky, GAME will be sending you a copy to your door. We're too good to you people. Now get writing...

Dear PSM2
I'd like to ask the question: do we really like *Resident Evil Code: Veronica*? I mean, think about it real hard – do you actually enjoy playing it? I think it's just one of those annoying games. There's hardly any ammo, naff looking guns, and there's just too much waffle. I asked my mates and they say, "Man, you get to shoot zombies..." But 'cos of the weird camera angle, you can't fully appreciate what you're blowing to pieces. And that's if you have enough ammo to shoot them.

That's another thing – the player has to worry so much about saving ammo, and health... do we actually *enjoy* the process... you know, always worrying? Where's the next typewriter? Where's the next health? When can I rest? It's just such a slow game. It takes ages to shoot and to load, and to move. What do we play it for, huh? Well, it certainly ain't the gameplay. My theory is that *Resident Evil* is more like an addiction or an obsession – 'Jus' gotta complete it, then I can have a rest.' It's like fags: no fun and a waste of time, but some people have just go to have it.
Matt Frost,
Essex

Riiiiiiight... This isn't anything to do with the series shipping wholesale to another console, is it, Matt? The team screamed 'denial', until we had a quick fight and discovered that despite *Veronica* being a return to form, the majority of us found *RE3* pretty much as you described. Maybe Capcom find it ironically amusing to dig up a rotting corpse of a franchise every couple of years? Discuss. Have a game you like.

This is your chance to air your views on the hot potato of the moment: What would *you* like to see in *GTA4*. And, *please*, have *some* morality.

E-MAIL: PSM2@FUTURENET.CO.UK

WRITE TO: LETTERS, PSM2, FUTURE PUBLISHING LTD, 30 MONMOUTH ST, BATH BA1 2BW

IF YOU TOLERATE THIS...

Dear PSM2
Reading Bog Read (PSM2# 19), I got to thinking about the number of crap games around. Having every one of your issues, I did a bit of a count up. Out of, give or take a couple, 198 games you've scored, ten get the big 90+ thumbs up, while 15 get 85-89 (highly recommended). However, 42 got rated 49 or below, which you variously describe as having 'serious faults' or being 'laughable' and 'shoddy'. Only ten great games out of 198? What's going on?

Taking your scoring system as being unbiased and fair – and who am I to argue? – then developers are releasing far too many sub-standard games. Licensing goes a long way to selling what may be a rubbish game, but it must be about time we fought back. It's the responsibility of people like yourselves and your readers to inform friends, parents, relatives, whoever, when a high profile game is just not up to scratch. If we start using all available information and voting with our wallets, maybe developers will get the message – we will not tolerate shitty games!
Simon Dickson,
Leysin, Switzerland

How hard can it be? Projects with a quick turnaround and minimal budgets are a necessary evil in the development chain, Simon. But doesn't necessity breed invention? Where's the bleedin' invention? Eh? Answer us that.

MIAMI VICE

Dear PSM2
Your magazine's very helpful – from release dates to reviews. I particularly liked the *GTA3* tips in PSM2# 18, and I'm now finding the packages and rampages a lot easier. I'm writing, not just to thank you, but to ask you a few questions. Is there going to be an add-on to *GTA3* called *GTA: Miami* by the end of 2002? Can I fly or unlock a helicopter in *GTA3*? Thanks.
Tom Maidment,
Via e-mail

We can exclusively reveal that *GTA: Miami* does exist... in some form... somewhere. Details are *very* sketchy, but we can confirm that it's an add-on for *GTA3* in much the same way that *GTA: London* was on PSone. We should see it around the end of the year. Which is a lot sooner than you'll see flyable helicopters in *GTA3*, Tom. Sorry.

WRITE TO PSM2 ABOUT: WHAT YOU'RE PLAYING NOW... YOUR THOUGHTS ON THE ISSUE... PROVOCATIVE QUESTIONS...

VIRTUE FIGHTER

Dear PSM2
Having bought and flicked through your very commendable magazine (PSM2# 19) my attention was drawn to the article 'PS2 not PC' in Accelerator. I had to chuckle to myself as I tried to remember the last blatant example of scapegoating. The findings you report apparently show that 84 percent of game heroes are white males. Maybe it's an unrelated fact, but it's common knowledge that the vast majority of gamesplayers *are* white males.

Games producers are simply targeting their key demographic, which means that we games buyers get the games we want to play.

As for violence, to blame the few (very few) incidents where it *may* be the case that computer games have inspired violence or other unlawful acts, it can generally be assumed that the perpetrator has an unrelated problem which could be triggered by any number of antisocial acts that we're all subjected to everyday. Should the 99.99 percent of gamers who play games with a healthy attitude be punished by censorship because of a few people whose problems can conveniently be blamed on PS2?
Jay McGuill,
Kent

And you think that we wouldn't feel *involved* with a non-white male character, Jay? *Onimusha*'s Akechi Samanosuke leave you cold? *Tricky*'s Seeiah not a favourite? PaRappa's a *dog* fer chrissakes. That's the rich tapestry for you and, frankly, the richer the better. As we've said countless times before – PS2 has *no* door policy. And as for the tiny proportion of flip-top fruitloops that take things to far, most of them work here.

TACTICAL VOTE

Dear PSM2
Trying valiantly to steer clear of the debate whether the PC or the console is the mightiest warrior, I've noticed a

THE PSM2 RAGE GAUGE

GRRRRRRRRR...

Dear PSM2
Just one thing – violence in games. I can't think of one game that doesn't have violence in. Even games made for kids like *Buzz Lightyear*, *Spyro*, and *Woody Woodpecker* – they all contain it in one form or another. What would we do without violence in games? Play some crap 3D chess? YEAH!
Rob Norwick, Hornchurch, Essex

TEXT US! 07764 175887

Spelling? Grammar? Basic grasp of the English language? No need to bother with any of that when you've got the power of mobile texting.

I'm currently playing smackdown just bring it and would like to know how to get fred durst ■ Psm2 how da hell do i get past dat stupid whale thing on red faction? thanx frm Paul Shears ■ Dear PSM2I have jst plyd a demo of MGS2 and it ws wicked i have got to get it when it comes out ■ Hay all at PSM2.just fin max payne and need somethin new, GTA3 or GT3 which is best? HELP pls.

TWISTED METAL: BLACK
Sony decided that you really couldn't face an asylum full of neo-goth freaks blathering about their 'ishoos'. So they took them out. Thanks, Sony. You're a pal.

few things in my years as a gaming fan. that the main perception a few years ago was for console developers to just dish out beat-em-ups and platformers to appease the majority gamers.

Don't get me wrong, there were games on the market for every genre, but my scheming little mind always enjoyed the attention to detail and strategy elements involved in such games as *Command and Conquer*. I wasn't prepared to upgrade my PC every six months, so instead I relied on the console. The PSone couldn't handle the complexity of a game like *Deus Ex*, and instead made a franchise of selling games with women with breasts the size of watermelons... and zombies.

Imagine my joy then, when PS2 finally reached our shores. No more shallow games! No more dumbing down for console owners! At last, I could enjoy a few strategic titles that graced the PC! *Deus Ex* is just one example, and hopefully a conversion of *Black and White* will soon follow.

Console owners aren't just thumb-bashing idiots intent on having arthritis in their fingers before they're 30, y'know.

Anthony Self,
London

Not the best time to tell you that *Deus Ex* has slipped, then, and that Peter Molyneux's massively anticipated, but apparently mythical, *Black and White* is still nowhere to be seen. *Army Men: RTS* might yet find a fan.

BACK TO THE FLAW

Dear PSM2
In response to Gordon Mystone's rant about *Metal Gear Solid 2* not getting a perfect 100 (Letters, PSM2#19), there's no such thing as a perfect game. A score of 96 is reason enough to get excited, even if we did have to wait a year to get it. Perfection is unattainable, it's an ideal that serves no purpose whatsoever. Most people who claim something as perfect are blinded by their own enthusiasm.

Chi,
Via e-mail

Hopefully, it won't stop developers from trying, Chi.

INSANE CLOWN PUSSIES

Dear PSM2
I've just bought *Twisted Metal: Black* (UK PAL version) and I'm surprised to see there aren't any of the cut-scenes narrating the stories of the various characters in Story Mode.

I've completed the whole game with Sweettooth and have seen no cut-scenes which describe this characters' stories. When I complete the game, his van is just shown driving off. Is this normal? In fact, I've already exchanged the game once for another copy but this problem persists. I wonder if there's anything wrong with my PS2 or whether the cut-scenes have been removed for the PAL version.

I've read many reviews, including UK ones, which describe these cut-scenes. Without a proper Story mode, there's little incentive to play single-player mode with all the characters.

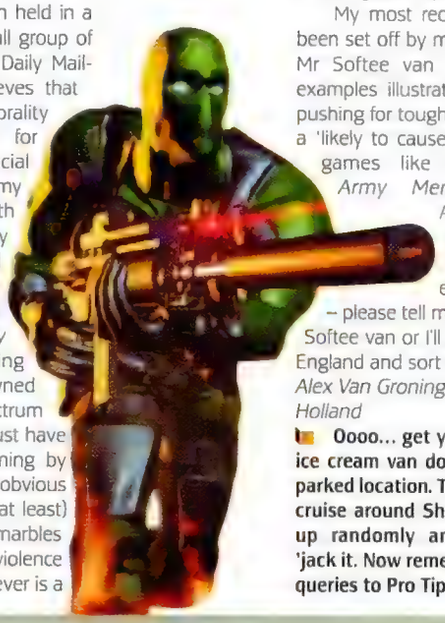
T Rahman,
Via e-mail

There's nothing wrong with your PS2. The cut-scenes that made the American version such a replayable treat were removed for the UK PAL release. We can only assume that after concerns were raised over the violent nature of the game's plot, mumsy Sony Europe choked and hacked them out. Massive shame, because they look tops. Absolutely nuts, too.

"THEY SHOULDN'T BE PUSHING FOR TOUGHER AGE RATINGS BUT FOR A 'LIKELY TO CAUSE DEMENTIA' RATING FOR GAMES"

EXTRACTING REVENGE

Dear PSM2
For years the games industry has been closely scrutinised and even held in a tight stranglehold by a small group of sad, elderly, lonely, bored, Daily Mail-reading (why anyone believes that paper is beyond me) morality fetishists. To once and for all silence these social scaremongers I will share my views on this subject with you. Ever since my grey matter was organised enough to understand the workings of a handheld Nintendo game (*Donkey Kong*) I have been playing computer games. I've owned everything from a ZX Spectrum to a cheap Atari rip-off. I must have spent countless hours gaming by now and have come to the obvious conclusion (obvious to me at least) that I've not yet lost my marbles because of any degree of violence found in a game. Here however is a list of gaming moments that did send me into a deranged fury, randomly trying to injure anyone close enough to my DualShock.



1. Finishing *Super Mario* in under six minutes
2. Losing a three hour endurance race by 0.6 sec (*GT3*)
3. Completing the last challenge of *WipEout* and forgetting to save
4. Dishing out 75 Euros for a crap game
5. Losing to a friend playing any game featuring a two-player mode

My most recent killing spree has been set off by my inability to find the Mr Softee van in *GTA3*. As these examples illustrate, they shouldn't be pushing for tougher age ratings but for a 'likely to cause dementia' rating for games like *Bust-A-Move* and *Army Men: Green Rogue*. Anyway enough bull, let's get down to the dirty business of extracting information – please tell me were to find the Mr Softee van or I'll be forced to come to England and sort you out.

Alex Van Groningen,
Holland

Oooo... get you. The Mr Whoopee ice cream van doesn't have a specific parked location. The best thing to do is cruise around Shoreside Vale. It pops up randomly and you can simply 'jack it. Now remember to address you queries to Pro Tips next time...

GOIN' POSTAL

Loose chippings from the missive motorway that lodged in a tyre or, more seriously, took a flickin' nick out of the PSM2 windscreen.

WISE UP
Dear PSM2
GTA3 is one of the best games around but I'm saddened that games like that have to be an 18. I can handle it and I'm only 12.
Jonathan Beech,
Manchester

That's what Zammo said, many years ago. Ask yer dad.

POWERFUL...
Dear PSM2
I am one of the many gamers here who really enjoy your magazine with its powerful, crews and meaningful informations.
Hanif Mirz,
Malaysia

Powerful crews? We like that. A lot. We'll keep the meaningful informations coming an' all, Hanif.

SHARP LAD
Dear PSM2
Why don't Sony create a triangle-shaped CD? Then there would be no pirating.
Someone Who Cares,
Via e-mail

Radical solution with a complete disregard for the basic physics of rotation. Weirdo.

mag is the ballocks keep it up. sam ■ Hi Psm2 ur mag rocks ■ R they new cheats 4 TH8. Ps. ur mags gr8. B. ■ Iz nel else angry bout konami and their neva ending date changin 4 mgs2? Gimps. Mikey W60 ■ Alright mate congrat's on the mag it's da Bomb got any cheat's for Gta 3 Ssx tricky or red faction need help from desperate Gamer tex me backcheers mate's ■ I just gotta say how arsed off i am that scee keep delaying games, im gonna get state of emergency 2day if theyve put it back again im gonna do my nut ■ HEY PSM2! COULD U TEL ME HOW 2 GET INTO DA OBSERVATORY IN GTA3 ■ I think ur mag is da best ■ HAV JUST PL4D MGS2 AND IT ROCKS. NOT TOO DIFFICULT BUT THE EXTRS R BLOODY AMZING ■ dear psm2 whens stuntman coming out and driver 3 i think theyll be betta thn anythin n Will Kojima san be starting a MGS sequel soon! ■ WHICH FOOTY GAME SHuD I BUY NOW THE WORLD CUP IS COMING? n yr demo

PSM2 CLINIC

Confused by that huge, whirring chunk of black plastic in the corner of your living room? Let Floyd and Bubba-Joe show you how it works.

#10: PS2 TECH UPDATE

Dear PSM2
I'm getting an American PS2 and I read your PAL/NTSC FAQ in PSM2#20 with interest. I'd like to know if there's any way of converting an NTSC signal to PAL without spending a lot of money on an NTSC TV.
Paul Bowen,
Hull

There is, Paul. You'll need to buy a signal converter which will set you back about £50. If you don't have any luck at a specialist hi-fi retailer, have a look on the Internet. Remember, though, these'll only work with a 60Hz PAL TV and the signal takes a bit of a knock as it goes through all those cables – it gets a bit smudgy.

Dear PSM2
Any news on the Popegg printer that Sony were intending for PS2? I read about it in PSM2 last year and haven't heard a thing about it since. In fact, I haven't heard anything about digital camera compatibility either.
Tanya Heyward,
Via e-mail

The Japanese enjoy plenty of camera compatible software, but this hasn't been the case in Europe. There're no plans by Sony to release the Popegg printer over here now, or in the near future. Sorry.

Dear PSM2
As I fiddled about with my SCART cable to watch a DVD on my PS2, I found that by pulling it out of the connection slightly the green screen problem vanished. Have I discovered an instant RGB cure?
John Hinchley,
Via e-mail

If only, John. We've had a lot of enquiries from people who think that they've done the same thing. All that you're doing is pulling the SCART cable out far enough so that the RGB pins no longer connect properly. The result of this is that you're reducing your lovely, and quite expensive, SCART to a bog-standard composite cable. You might as well use the lead that came with your PS2.

EVIL TWIN-BARRELLED

Dear PSM2
The shotgun in *GTA3* is a little slow to reload, no? Not exactly ideal when faced with a horde of gang members, but, thanks to a slight glitch in the game, you can negate the need to reload. When you're faced with a large group of enemies (or a street full of pedestrians), aim the gun at your first target, then, as soon as the shot has been fired, release R1, hold it again and fire, as quickly as possible.

As this allows you to fire without reloading you can mow down large groups in a fraction of the time it would have taken you before, making the shotgun possibly the most wieldy and formidable weapon in the entire game.
Phil Tomlinson,
Via e-mail

Hmm... another tip slipped in disguised as a letter – thank God it's a good 'un, or it wouldn't get in...

NO PAIN, NO BARGAIN

Dear PSM2
I read your Voice of Choice from PSM2#20 and I'd like to give my views on video piracy/high cost of games. I don't intend to get my PlayStation 2 chipped. I currently own nine games for my PS2 all of which were bought in shops or over the Internet. *Pro Evolution Soccer* I bought over the Net for £29.99, *Zone of Enders* for £25 and *Grand Theft Auto 3* for £29.99. My point is that I'm fed up of people moaning and groaning about PS2 games being too expensive. Stop being so lazy in buying your games from the first shop you see and hunt around a little. You might find some bargains.
Martin Reid,
Via e-mail

There're a lot of people out there looking to funnel the spend in their direction. Oh, the glory of market forces. Bend them in your favour – explore the options and save money for other games.

CERTIFICATE HATING

Dear PSM2
Who decides what classification a game gets? They seem to try and protect kids from swearing when the kids probably pick it up from their parents. And the lines between borders are vague. *TimeSplitters* is rated a 15, with the most violent thing being the fairly tame headshots. *Unreal Tournament*'s a 15 and it's full of blood and gore. So, please, just ask the people who classify games to wake up and live in the 21st century.
Kev Smyth,
Via e-mail

The ELSPA age rating that you see on the majority of videogames is there as part of a voluntary system created by the games industry as a guide for parents. An ELSPA 15 rated game can still be sold to anyone under that age. A game with BBFC rating can't – ish thur law. A game publisher submits a game to get this rating. It used to ensure a lot of publicity for their title...

GLOBAL SPILLAGE

Letters from around the world in an easy to comprehend planet-gram.

YOU WHAT?

Who's been saying what this issue.

GTA3
Crap games
Pirate games
MGS2
Loonies

All correspondence is assumed to be for publication unless marked otherwise. PSM2 reserve the right to edit readers' letters for length and clarity.

of the thing looked grt.when sthis game gonna be relsed? ■ can u send me some games to rite revews about? ■ LOVE da BOOK boyz keep up the good work! ■ How do i get the action replay codes to work? ■ WHY DOESNT PSM2 COME OUT MORE OFTEN THERES LOADSA GAMES TO TALK ABOUT AN YUR THE BEST MAG. ■ have you got any tips for gta3 for flying the dodo plane ■ onimusha 2 looks brilliant! ■ where cn i get the metal gear action figs from? please! ■ IS ANYONE THERE? ■ Can i come an work for you? ■ whens smackdown 4 coming out psm2? ■ WHICH BEATEMUP SHOULD I GET TEKKEN OR VIRTUA FIGHTER? ■ will there bea proper episode 2 game not this flying and racing cap! ■ COULD YOU SEND ME CHEATS FOR METL GEAR?

PLAYSTATION 2 MAGAZINE
PSM2

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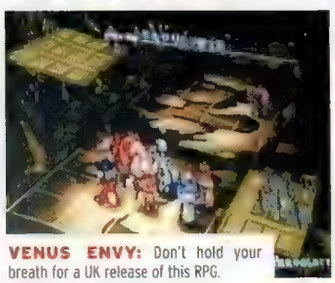
YOU AUTO TRY IT: Capcom's lovely cel-shaded racer will be on-line in Japan.

BYTE OF THE LIVIN' DEAD: Expect plenty of *Resi* gore arriving soon.



VENUS ENVY: Don't hold your breath for a UK release of this RPG.

CAN YOU EQUIP IT? Yes you can. This is how your Broadband setup might look.

>ON-LINE NEWS フルワヌキニラ

RESI LEADS ON-LINE REVOLUTION

Japan gets ready to jump to the next generation of on-line gaming with the revealing of Sony's Broadband plans. But what does it mean for UK gamers and what'll be on offer? PSM2 investigates.

Sony Japan trumpet their Broadband vision, ripping the seal on *Resident Evil: Network*, *Gran Turismo: Online* and over 30 crispy on-line games. And the UK's not going to be far behind...

On February 13th, Sony unveiled their Japanese Broadband plans, dramatically showcasing *Resident Evil: Network* and forcing the global agenda for on-line gaming. The service – dubbed 'PlayStation BB' – launches in April spearheaded by *Final Fantasy 11*, with a glut of AAA games to follow. Key titles include the hotly-anticipated *GT: Online*, Capcom's cel-shaded racer *Auto Modellista* and an untitled sports game from Konami, heavily-rumoured to be a *Winning Eleven* title, the Japanese version of *Pro Evolution Soccer*.

PS2 owners will require Sony's HDD/Internet Adapter and an always-on Broadband connection to access PlayStation BB. Initial services include downloadable games, music and movie trailers –with regular web browsing using 'Broadband Navigator'. The front-end is user-friendly with clear menus and logical options, avoiding the cluttered feel associated with traditional PC's. Basically, you're only a few clicks away from an engrossing game of *FF 11*, the *Resident Evil* movie trailer or Britney's latest hits.

Security is provided by Sony's proprietary DNA-S encryption system – don't worry, it takes care of itself – eliminating on-line payment fears and the possibility of downloading corrupt content. Sony's key partners include Nippon Telegraph and Telephone Corp. (NTT), Yahoo! and RealNetworks' RealPlayer.

"SECURITY IS PROVIDED BY SONY'S PROPRIETARY DNA-S ENCRYPTION SYSTEM"

THE GAMES

Sony Japan have announced over 30 on-line titles, with AAA products from leading publishers including Konami, Namco and Square. The full list of titles is shown below – well, apart from the ridiculous pachinko games – with their chances of hitting the UK realistically rated. Where titles are yet to be formally announced, we've made an informed guess. Kop your eyes on this little lot...

PUBLISHER
■ Arika
GAME
■ *Dragon Monster Capture* – TBC 2003
UK RELEASE?
■ No.
VERDICT
■ No loss.

PUBLISHER
■ Atlus
GAME
■ Unnamed RPG
UK RELEASE?
■ No.
VERDICT
■ We think it's *Shin Megami Tensei Online*. Yes, exactly.

PUBLISHER
■ Capcom
GAMES
■ *Auto Modellista* – TBC 2002
■ *Biohazard Online* – TBA 2003
UK RELEASE?
■ *Modellista:* Almost definite.
■ *Biohazard:* Very likely.
VERDICT
■ Modellista looks a great game, on-line or not.
■ Since *Resi* defected to Gamecube, this is the news every PS2 owner was waiting for. Bound to appear – eventually – as part of the UK's on-line line up.

SUPER HIGHWAY: There's definitely a UK release on the cards for *Auto Modellista*, but it might not be on-line.

PUBLISHER
■ From Software
GAME
■ *Armored Core Sigma* – Winter 2002
UK RELEASE?
■ Unlikely
VERDICT
■ Standalone mech games aren't very popular. On-line ones less so.

MECH IT EASY ON YOURSELF: Japan will fall over itself for *Armored Core 3* - don't expect the same here.

PUBLISHER
■ Genki
GAME
■ *Shotokou Battle Online* – TBA 2003
UK RELEASE?
■ Maybe
VERDICT
■ AKA the depressingly average *Tokyo Highway Battle*. May appear, 'cos people love driving games.

PUBLISHER
■ Hudson
GAME
■ *Bomberman Online* – TBC
UK RELEASE?
■ Ye-es. Maybe.
VERDICT
■ *Bomberman* is the perfect on-line game. Fast, fun and graphically unfussy – a good filler title.

PUBLISHER
■ Koei
GAME
■ *Nobunaga's Ambition Online* – Autumn 2002
■ *Kessen Online* – Autumn 2002
UK RELEASE?
■ Not likely.

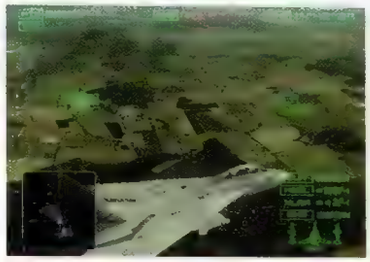
KESSEN WITH CONFIDENCE: Hopefully, there'll be huge demand for quality strategy titles on-line.

VERDICT
■ While decent games, Sony certainly wouldn't bring them to the UK unless the Broadband user base was huge – which could take years.

PUBLISHER
■ Konami
GAME
■ Sports Title(s) TBC – Autumn 2002
■ Music Title(s) TBC – Autumn 2002
UK RELEASE?
■ Sports? Yes.
■ Music? Maybe.
VERDICT
■ The sports games should be – gasp – *Pro Evolution Soccer On-line* and one of the ESPN titles, maybe *Track and Field*. The music game will probably be *Dance Dance Revolution*.

SOCCER PUNCH: Surely the all-conquering *Pro Evolution Soccer* will dominate Broadband in Europe.

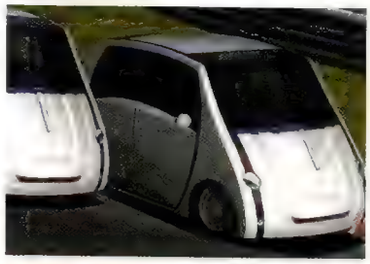
PUBLISHER
■ Namco
GAME
■ *Project Venus* – TBC
■ *Clockwork Online* – TBC
■ Unnamed Action Adventure (*Klonoa?*) – TBC
■ 3D Flight Shooting (*Ace Combat?*) and sports game – TBC
UK RELEASE?
■ Maybe.
■ No.
■ Maybe.
■ Yes. In that order.
VERDICT
■ Basically, the action game will probably be *Klonoa*, and no prizes for spotting an *Ace Combat* title. *Project Venus* is closely based on Japanese RPG *Seven*. Namco have traditionally worked closely with Sony, so expect key games to appear.



NO AERIAL REQUIRED: We're not entirely convinced that Namco's fighter sim will translate well.

PUBLISHER
■ Sega
GAME
■ *Hot Springs* (puzzle) – Autumn 2002
■ *Guru Guru Onsen* – TBC
■ *Hundred Swords* – TBC
■ Unnamed simulation and racing game – TBC
UK RELEASE?
■ No.
■ No.
■ No.
■ Yes.
VERDICT
■ Without saying too much, the unnamed games could be *Derby Owners Club Online* – groan – *Sega GT Online* – ooh – or *Sega Rally Online* – arooga.

PUBLISHER
■ Sony
GAME
■ *Everybody's Golf Online* – Summer 2002
■ *Gran Turismo Online* – TBC
■ *Arc the Lad Online* – TBC
■ *Kumauta* – TBC
UK RELEASE?
■ Likely.
■ YES.
■ Maybe.
■ Maybe.
VERDICT
■ *GT*'s the big one. The real big one. This could sell Broadband to the UK.



CONCEPT USUAL: It'll be here regardless, but *GT: Online* could be a major draw for potential UK customers.

PUBLISHER
■ Square
GAME
■ *Final Fantasy 11* – May 2002
UK RELEASE?
■ Yes. In time.
VERDICT
■ The game's been delayed 'til May in Japan – a bad sign – but Square's opus is what on-line gaming's all about.

PUBLISHER
■ Tecmo
GAME
■ Adventure Game – TBC 2003
UK RELEASE?
■ Possible.
VERDICT
■ Fingers crossed, this is *Ninja Gaiden On-line*. Well, we can dream.

whose expertise has been seamlessly combined to provide a user-friendly experience. Communications giant NTT – the Japanese equivalent of BT or Telewest – are offering PS2 on-line services for ¥1,500 per month (£8), or an 18 month prepaid package for ¥18,000 yen – only £6 per month. The Japanese price of Sony's 40 GB HDD/Internet Adapter hasn't been confirmed, but is expected to be in the region of £100-£150.

PSM2 RECKONS *While Sony's current plans are specific to Japan, the implications are clear. In a few months, we're cautiously expecting a similar – lower scale – announcement in the UK, complete with hardware bundling news and subscription charges. Let's just say, you could be playing* TimeSplitters 2 *on-line by Christmas. The boggling possibilities are explained just to the right there. And remember: the future's closer than you think*

›UK ON-LINE UPDATE シラカノ

WHAT IT MEANS TO YOU

THE GOOD NEWS

1) Sony are serious about Broadband. They want to make it work, and the only way to do that is by making you happy. When on-line gaming hits the UK, it'll be far from half-arsed. Tremendous, even.

2) Within, say, a year, you could be playing *GT: Online*, *Resident Evil: Network* and *Tony Hawk's 4* against gamers all over Europe in the comfort of your own home. Just imagine, a full 22-player on-line game of *Pro Evolution Soccer*, with global tournaments and rankings.

3) You'll be able to download the latest movie trailers, album clips and game demos with the click of a few buttons.

4) You'll be able to download extra levels for old games, nab new outfits or characters and upload your scores to global ranking tables. Imagine being the best in the World – officially – at *SSX3*.

5) From April 1st, BT are slashing the cost of Broadband to a vaguely affordable £20 per month. That said, they're upping installation charges by 40 percent to £210. Boo.

THE BAD NEWS

1) The UK Broadband network is nowhere near as advanced as Japan or the US. Currently, only about two percent of UK homes can receive it – a weedy 300,000 houses. However, latest industry estimates claim nine million homes will be able to receive Broadband by 2004.

2) You'll need Sony's HDD/Internet Adapter – costing, say, £100 – and have to pay monthly Broadband subscription charges to your Service Provider – like Telewest – of around £20 per month. That said, you can bet Sony have thought of everything and will part-subsidise the deal, perhaps bundling a HDD with PS2 for £200 and working out a special mutually-beneficial subscription rate with Telewest.

3) Even if UK PS2 Broadband does kick off this year – autumn at the earliest – there probably won't be *that* many killer games. Aside from *GT: Online*, *THPS4*, and maybe *TimeSplitters 2* – most games will only feature very token on-line features, such as high-score uploads. Chicken and egg, for developers, see.

PSM2 VERDICT

Nothing bad is going to happen. Your PS2 will still work as normal and 99.9 percent of games will still be perfectly playable without on-line support. Nobody's ditching people who don't subscribe to Broadband – it's just an attractive extra. If we were pressed, we expect an official UK announcement around May, the HDD – bundled with PS2 for £200 or available to existing owners for, eek, next to nothing as part of a subscription deal with Telewest – and first games *just* before Christmas with no *real* killer-title until 2003. To be honest, we can't see Broadband really taking off until PS3, but we *want* to be wrong. Sony, the ball's in your court.

>UPDATE アップデ

THING THE MERCILESS

Wetting yourself about Vivendi's *Resi*-shattering survival horror? Don't worry yourselves about it. So are the in-game characters.

France – country of art, football and nice food. Of course, on our recent trip there, we didn't experience any of that, because we were too busy locked in Vivendi's HQ, getting to grips with the trust and fear mechanics of *The Thing*.

There're 40 NPCs in the game, each with their own face and voice, and you'll be able to recruit four at a time for your team – ideally including medics, engineers and soldiers. Heal a wounded member of your team, kill a Thing, do well in combat or take a blood test in view of your squad and they'll trust you more – obeying orders more willingly and staying cool when things turn nasty. Shoot the wrong person or give orders at gunpoint, and you'll lose trust – indicated by the status bar turning from green to amber or red – making team-mates more likely to panic.

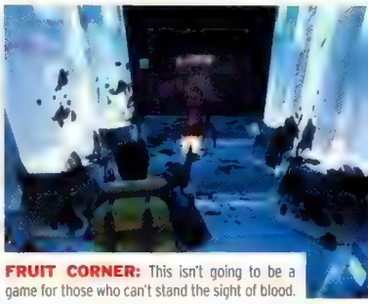
Their fear level's indicated by facial animation – at the extreme, they'll vomit, wet themselves or commit suicide. Even coercing them at gunpoint only works for a finite period – after which they might turn on you, steal weapons from other NPCs or simply go berserk and smash things. Add that to the tension of taking blood tests – a discovered Thing could mutate at any time – and the climatic xenomorph battle that we got a cheeky peek at, and you've got one of the most nerve-testing games ever.

PSM2 RECKONS *This could be one of the best film licenses ever – it's certainly the best thought out. Trust us.*

GUNK SURVIVOR: Previously reliable team-mates can suddenly morph at any time into a drooling Thing freak.

"THEY'LL VOMIT, WET THEMSELVES, CRY, OR EVEN COMMIT SUICIDE"

DRIVE BIO SHOOTING: We've seen various versions of the monsters, and they're all real nasty.



FRUIT CORNER: This isn't going to be a game for those who can't stand the sight of blood.

COOL SCUTTLE: Much like the *Alien* franchise, you'll be dealing with smaller enemies. Don't let 'em get away, mind.

>COMPETITION コンテスト

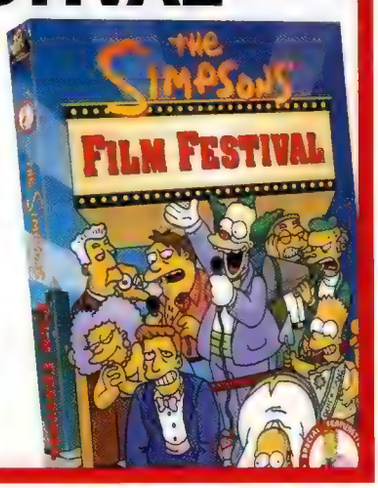
WIN! THE SIMPSONS - FILM FESTIVAL

Seeing as The Simpsons rules our lives, litters our references and renders us powerless to the tattiest of Homer merchandise, you'd think we'd be sick of 'em, but no – we just can't get enough. Thankfully, those kindly folk at Twentieth Century Fox Home Entertainment share our addiction, and have generously donated five copies of The Simpsons – Film Festival DVD as competition prizes. Loathe as we are to give them away, they're yours for the taking if you answer this tricky question:

What is Homer's funny catchphrase?

a) B'oh!
b) G'oh!
c) D'oh!

Answers on a postcard to: D'oh!, PSM2 Magazine, 30 Monmouth Street, Bath, BA1 2BW. Closing date April 20th, 2002. The Editor's decision is final, as are multiple entries. Yes, send lots of postcards, but – hey! – don't forget to change the colour of the pen!



BETTER BY SMILES: As disarmingly charming as ever, and full of tantalising glimpses of Snake's future.

›FACE-TO-FACE フハフヌ

STRAIGHT TO HIDEO

Kojima grants rare UK interview, exposing *MGS2* movie plans, Raiden's unpopularity and the series' shocking on-line future.

After three years of hype, rumour and frustration, Hideo Kojima looked almost *relieved* to endure an excitable grilling from PSM2 at the recent press launch of *MGS2*. Addressing confused hacks from The Guardian, Esquire and The Sun, Kojima shared his thoughts on *MGS2* and – after a vague eyeballing from our correspondent – the future of Solid Snake

Visibly relaxed, Kojima confessed uncertainty about his next game, but saw himself working on multiple projects – balancing design, production and scripting – hinting at a *Z.O.E* sequel. Looking further ahead, Hideo revealed, "Right now, I'm creating games, but I'd be interested in a *Metal Gear* movie. It's something I'm saving for a later period in my life," secretly hoping that Hugh Jackman or Russell Crowe might play Solid Snake.

Defending *MGS2*'s lengthy cut-scenes, Kojima asserted, "Some games are just toys, but I wanted to deliver more of a message. Something to influence people in their growing stage. There're many passive elements in *MGS2*, that's why I left the bulk of the story until the end of the game," jokingly adding, "I didn't expect people to hate Raiden this much – but he helps to emphasis the role of Solid Snake."

Tantalisingly, Kojima hinted at *Metal Gear*'s on-line future, suggesting the story would be user-led, not dictated by cut-scenes. Most importantly, Hideo implied that Solid Snake would return in any subsequent *Metal Gear* games. Result.

PSM2 RECKONS *We haven't seen the last of MGS, but let's just enjoy what we've got – the finest game on any next-gen platform. Kojima, eh? Genial and genius*

"I DIDN'T EXPECT PEOPLE TO HATE RAIDEN THIS MUCH"

HIDEO KOJIMA, METAL GEAR'S DAD

The gaming genius responds to criticism that the blond-haired, cartwheeling hero of *MGS2* was stealing the limelight from Snakey Dave.

CHAT'S THE WAY, UH-HUH, UH-HUH: You can see PSM2's interview with the stealthily sharp Kojima-san on our next DVD. You can't afford to miss it for anything.

RUMOURS

NEWS FROM THE PS2 UNDERGROUND

If you're sick of shovel-handed Xbox owners wobbling on about *Halo*, prepare for a pleasant surprise. According to latest rumours, Criterion's forthcoming first-person shooter – first rumoured in PSM2#17 – might be even better. Though nothing's been officially confirmed, sources within the company are said to be big fans of *GoldenEye*, *Medal of Honor* and, yes, *Halo*. An independent programming source has confirmed that Microsoft's premier title is *definitely* possible on PS2 – hinting that Sony's machine has plenty of untapped power. We were quoted performance potential of 60-70m anti-aliased polygons a second – without special effects – completely shaming *GT3*.

RELIABILITY 7/10

PSM2 RECKONS *We've heard rumours that Sony were developing a top-secret Halo beater and hushed whisper this could be it. Naturally, this is sheer speculation but expect concrete details nearer E3 – and be very, very excited*

More scurrilous rumblings, this time potentially huge. According to a key US source, *TimeSplitters 2* has been delayed until June to make it on-line compatible. While this certainly might be true for Japan and the US – where the Broadband network is more clearly established – SCEE's current reluctance to confirm their on-line plans might prove a stumbling block. Eidos are saying nothing, but apparently the single-player game and split-screen modes are as good as finished and developers Free Radical just need time to perfect the on-line aspects. Director Dave Doak has already been infamously quoted as saying he'd be more supportive of PS2's on-line future if Sony provided concrete details. Hmmm.

RELIABILITY 6/10

PSM2 RECKONS *Let's get this straight. Eidos haven't confirmed anything, but that's why we're slightly suspicious. Logically, TimeSplitters 2 is the best game to launch PS2's Broadband network, and the game's been mysteriously slipping back down the schedules. A marriage made in Heaven, no? Watch this space for concrete details – probably tied in with SCEE's official confirmation of their on-line plans. Once again, ears-pricked for E3 come mid-May*

Hmm, no prizes for this one. Informed speculation suggests that Criterion are also busy planning a sequel to *Burnout* – the trouser-ripping racer. The original's recently been ported to Gamecube with a host of shiny new effects, and there's no reason the PS2 sequel won't improve on it. Expect a host of new tracks, new game modes and possibly some re-mixed circuits from the original.

RELIABILITY 8/10

PSM2 RECKONS *Burnout was good. Racing games are Britain's most popular genre. Think about it, then start saving £40 for, say, Christmas time. Nothing's been confirmed just yet, mind*

PSM2 recently sat down with Randy Pitchford, President of Gearbox Software – and genius developer of *Half-Life*. As revealed in PSM2#20, the team are working on a new Bond game for EA, and Randy let slip some tantalising details: "If the new game was a film, it'd never get made. There's just too much stuff happening for it to be affordable." The game isn't based on any particular film – like *Agent Under Fire* – but Randy's determined to 'set a new standard' in the same vein as *GoldenEye*. The game will be faster than *Half-Life*, with much improved textures, better physics and complex NPC interaction. Intriguingly, the FPS wasn't the only game-type Gearbox were interested in.

RELIABILITY 9/10

PSM2 RECKONS *They can't possibly mess this up, can they? We're confidently expecting the best Bond game ever. Oh, and while we're on the subject of the visionary Gearbox original, Half-Life 2 isn't so far away*

›FIRST LOOK プレビュー

SOUL SURVIVOR

PSM2 hitches to Japan for the World's first play of *Soul Calibur 2* – nabbing exclusive details and juicy sword wounds.

BOOK TO BASICS: You'll be able to smash opponents into walls, rather than rely on traditional ring-outs.

Without doubt, Japan's biggest arcade show is the Amusement Operators Union – AOU – where Namco recently unveiled *Soul Calibur 2*. Elbowing politely through the assembled crowds, PSM2 stole some quality time with Namco's deadliest scrapper – stumbling away dazed, delighted and clutching a notepad bursting with meaty gameplay revelations.

Initially, little seems to have changed. The characters are still staggeringly intricate – though not significantly improved – while combat is as gratifying as ever. Choosing between seven playable characters – Asteroth, Nightmare, Mitsurugi, Taki, Sophitia, Ivy and newbie Yunsung, plus four hidden fighters – we launched into Story mode. Much like *Tekken 4*, the backgrounds feature uneven surfaces, walls, columns and lethal drops – allowing fighters to smash into scenery or plummet into oblivion. The levels we played included a library, palace courtyard, pirate shipyard and a stunning temple set against a sweeping valley.

CUZ YOU CAN: Sophitia returns - but this time, she's got a cousin somewhere in the tournament...

IVY LEAGUE: Expect the usual raft of game modes.

It's now easier to move about and jump – by pressing Guard with Up/Up-left/Up-right) – plus there's a new counterattack where fighters push close in the popular Crouching Tiger style before springing apart. You can't charge your strikes, but the overall feel's incredibly familiar. After all, why mess with virtual-perfection? The new moves make brutal use of the weapons' bludgeoning capacity – but where're the nunchaku? Joel's still inconsolable.

"FIGHTERS PUSH CLOSE IN THE POPULAR CROUCHING TIGER STYLE BEFORE SPRINGING APART"

PSM2 RECKONS *While curiously familiar, Soul Calibur 2's still our tip to claim the PS2 fight crown. Namco'll add some delicious Sony extras and, frankly, we prefer hitting people with swords.*

TONFA AND AWAY: Tonfa girl's the closest we've seen to departed Maxi. Here's hoping for secret characters...

ASTAROTH KEMP: Difficult to say whether the limited jumping helps more brutal opponents.

BYTESIZE

› **JAPAN:** Konami have announced *Winning Eleven 6*, the Japanese version of – oh, Lord – *Pro Evolution Soccer 2*. The game retains the FIFPro license, with new teams and stadiums plus an all-new Master League focusing on player development. Disturbingly, the game features Queen's *We Will Rock You* and *We Are The Champions* plus a naked famous footballer – Jublio Iwata's Masafumi Nakayama – on the box. The Japanese version launches on April 25th. Expect a fully-clothed UK release in November

› **UK:** As reported in PSM2#18, Sony are launching a £19.99 Platinum range. The first nine titles, due on March 1st, are *GT3*, *TimeSplitters*, *Oni*, *Tekken Tag Tournament*, *Formula One 2001*, *Dead or Alive 2*, *Crazy Taxi*, *Red Faction* and *Star Wars: Starfighter*. Bargain – fingers crossed for *SSX*

› **GLOBAL:** Videogame Piracy is costing the industry £1.5 billion a year, according to a new US trade report – over half of which came from China and Korea. The report called for swift action in 50 countries which were allegedly too soft on pirates. Yikes

› **USA:** Jammy American gamers are being treated to origami *ICO* models, including Ico, Yorda and a range of in-game furniture. With furious folding and a forest of cardboard, you could build your own house. Probably. Visit *www.playstation.com* for details.

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THE THIRD PLACE

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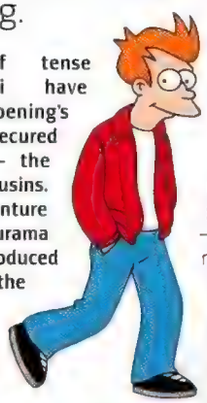
PS2 PlayStation.2

BOX HUNTING: The Futurama DVD boxset's out now – we kindly suggest you get it in.

SATAN FINISH: Expect to end up in Robot Hell with Bender. Robotology never did seem like a good idea.

ONE ALMIGHTY BENDER

Bite my shiny metal ass! Futurama warps onto PlayStation 2 in a storm of booze, cussing and authentic scripting.



After months of tense negotiations, SCi have loosened Matt Groening's thumbscrews and secured the rights to Futurama – the Simpsons' superior sci-fi cousins. The game – a 3D action adventure – is being scripted by Futurama writer J Stewart Burns and produced in close conjunction with the god of overbites, Matt Groening himself. Expect the unexpected – show highlights include a fiddling contest in Robot Hell, Lucy Lui's noggin in a pickle jar and Fry's unforgettable journey up his own colon.

Swedish developers UDS – responsible for PSone's rather good *World's Worst Police Chases* – are crafting a unique cartoon-rendering engine to mimic the unique style of the show. Better yet, gamers will be able to control Fry, Leila and Bender during their whistle-stop tour of the Futurama universe. The show's original voice artists are on hand to lend that authentic feel, and frankly we're so excited we might explode. Oops, too late

"LUCY LUI'S NOGGIN IN A PICKLE JAR AND FRY'S UNFORGETTABLE JOURNEY UP HIS OWN COLON"

CAST AND CREW: The show's writers will be joining the original cast in the game.

PSM2 RECKONS *The prospect of wrestling with Gender Bender has got Jonnie hot under the collar. If the game engine's tight and UDS stick close to the series' surreal remit, this could be a revelation. Just pretend* Simpsons Road Rage *never existed. Latest signs point to a pre Christmas release.*

›**JAPAN:** Konami have announced *Winning Eleven 6*, the Japanese version of – oh, Lord – *Pro Evolution Soccer 2*. The game retains the FIFPro license, with new teams and stadiums plus an all-new Master League focusing on player development. Disturbingly, the game features Queen's *We Will Rock You* and *We*

DON'T MISS

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PRO TIPS pg94
Secret stuff *They* don't want you to know...

SUBSCRIPTIONS pg117
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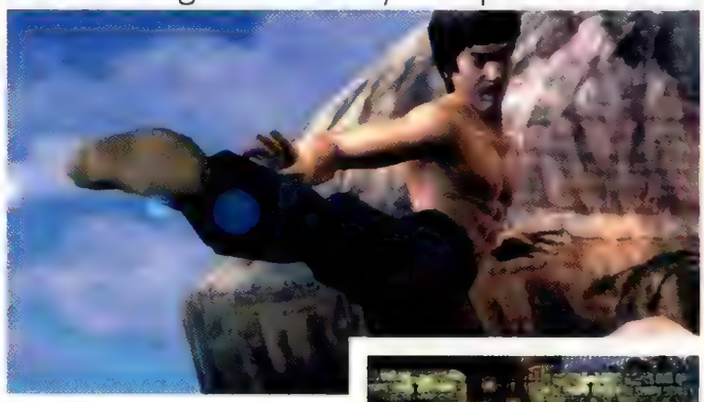
›DEVELOPMENT NEWS シフカノ

GAME OF DEATH

The Jeet-Kune-do master cartwheels onto PS2 in a scrolling scuffer. Did you expect an RPG?

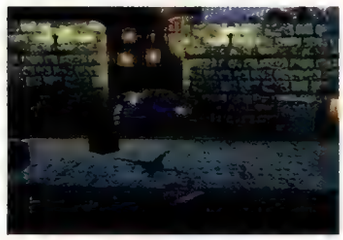


JEET LEE: The character models are the most impressive things we've seen of the game so far.

Bruce Lee might've spent his life surprising people – re-inventing kung-fu, pioneering Western cinema and spending ninety percent of Way of the Dragon in a chinese restaurant, only to shoot the final scene at the Coliseum – but his PS2 debut couldn't be more predictable. Vivendi are crafting, wait for it, a manic 3D beat-em-up inspired by Lee's greatest movies – from Big Boss to Enter the Dragon – which, legs crossed, might just do the old master justice.

The game's being developed by Ronin Entertainment, with Bruce boshing multiple goons to rescue his kidnapped father and retrieve a mystical golden relic. Lee will have a range of signature moves, which can be increased by bludging baddies and nicking their money. The coins can be exchanged for new attacks – over 120 in total – keeping combat varied.

Designer Jonathan Eubank is determined to avoid the usual pitfalls associated with scrolling beat-em-ups. "We looked closely at *The Bouncer*, and suffice to say, we won't be making the same mistakes."

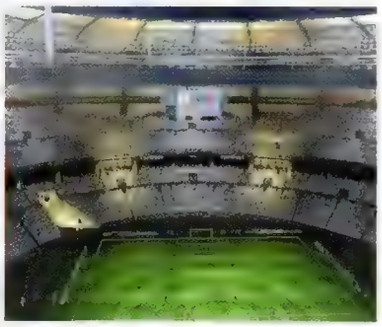


HUNG KUNG-FUEY: You'll be able to test out some of Bruce's more theatrical attacks.

PSM2 RECKONS *With a sprinkling of Williams, Han and Bolo – history's chunkiest Asian bloke – this could be the definitive Lee experience. Don't focus on the finger, mind, the heavenly glory won't appear until 2005.*

GOON ON, MY SON: Look – loads of similarly suited minions, all looking for a good spanking from Mr Lee.

STADIUM ROCK: The post match celebrations are incredible - aided by a sweeping orchestral score



BLIMP PITCH SKIT: The sky-cam offers unrivalled views - but is far from the most playable camera angle.

›COMPETITION ﾌｧｲﾌﾞ

YOUR COUNTRY NEEDS YOU

Love football? Good at *FIFA*? Then you just might have what it takes to represent Britain in the World Cup – and win 10,000 shiny Euros.

Frankly, if there's one thing harder than playing in the World Cup, it's watching it. Sometimes, you just want to charge onto the pitch and take the game by the scruff of the neck. Spookily enough – thanks to our exclusive negotiations with EA Sports – now you can. To celebrate the release of *2002 FIFA World Cup*, EA are organising a prestigious contest to find the world's greatest footy gamer. Long before Beckham and pals jet to Japan, the winner of our exclusive compo could be steering England to World Cup success. Not only will you scoop the glory, you'll meet a truck-load of footballing legends and the chance to win 10,000 Euros – about £6000. Still need convincing?

The event takes place at Pinewood Studios, London on Thursday 18th April, 2002, in the world's first 'virtual stadium' – which, knowing EA, will be shinier than Kojak. The UK champ will be competing against 60 or so gamers from all over Europe in a knockout tournament to decide the ultimate champ. If you want to be in with a chance of scooping 10,000 Euros, you'd better read the rules.

THE CHALLENGE

We're looking for the highest score against Argentina in an Amateur level, four minute per-half, game of *FIFA 2002*. You'll *have* to play as England – it's who you'll be representing in the tournament – and the remaining options are to be left at default settings. We don't mind if you fiddle about with the camera placement, but nothing to make the game easier. If you cheat, you'll only look a complete berk when the tournament begins and you get murdered 18-0. We're looking for the highest goal *difference*, but in the event of a tie-break, we'll take the highest *score*, so 16-4 is better than 12-0. Should the scores remain tied, than the PSM2 team will choose a winner from the quality of play and goals scored. Clear?

ARCH RIVALS: EA's *2002 FIFA World Cup* includes teams that didn't make the finals - including Scotland and Holland.

As usual, you'll need to provide video evidence of your winning match – the full duration, not just the result screen. See Pro-Dojo on pg98 for advice on taping from PS2. We're looking for gamers of any age or sex – may the best person win.

Please note, since the tournament kicks off really soon, the closing date for all entries is Thursday 11th April, 2002.

THE RULES

1. You can enter as many times as you like before the competition closing date.
2. Footage must be of the entire match.
3. The Editor's decision is absolutely final.
4. No correspondence will be entered in to.

WORLD CUP ENTRY FORM

FIFA World Cup KOREA JAPAN

EA SPORTS

THE OFFICIAL PSM2/FIFA WORLD CUP COMPO, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW

Dear PSM2,
I'm bringing it home! I'm gonna do what Taylor, Robson, Venables, Hoddle and Keegan couldn't! I'm an all-conquering, leather-lamping leviathan! And I'll make me mam proud, too.

And I enclose... MY PHOTO ❑ A VIDEO OF MY ACHIEVEMENT ❑

My score is:

England: _____ Argentina: _____

Name

Age (if under 16, we'll need permission from your parents)

Address

Daytime Telephone Number

By signing my entry form I agree to abide by the rules of the competition. I will not cheat, or phone PSM2 up daily to find out if I've won

Signature

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THE WRITE STUFF

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You'll be 18 or over, have completed your A-levels and be ready for your first job in games journalism. This is a genuine request for passionate gamers who think they can make the grade as a full-blown games journalist, writing about games, tipping games and living the, er... dream. If you relish the challenge, send a 250 word review of the last game you played (making sure to tell us the best secret you found) and send it, your name, address and a contact number to *Gissa Job!, Games Division, Future Publishing, 30 Monmouth Street, Bath BA1 2BW*. Typed entries are preferred but we'll stretch to *neat* handwritten ones. To e-mail your application, write to *games_journo@hotmail.com* marked 'Gissa Job!'. Sorry, we can't reply to everyone – but keep an eye on that letter box. It could be you.

VIDEOGAME MOVIES: THE GRID O' TRUTH

As PS2 games flood the silver screen, PSM2 hides in a porridge igloo with sister-mag Total Film and dissects the latest contenders with a rubber cack-scalpel.

STATE OF EMERGENCY

PSM2'S DUMBEST IDEA AWARD!

THE FACTS
The film's being backed by New Line Cinema, with a script from Damian Shannon and Mark Swift who wrote the draft of the rumoured *Freddy vs Jason* movie. It was never filmed.

TOTAL FILM VERDICT
It might not seem like prime movie material, but this street-violence-as-tool-against-oppression epic has the backing of New Line. With the producers of *American Pie* behind it, the slice of strife has a shot at success. 6/10

WE SAY
Joel's excited. Incidentally, he also likes torturing toys and cat wrestling. Actually, we lied about the toys. 8/10

CRAZY TAXI

THE FACTS
This has been a rumour for a little while now. All we know is that Richard - *Lethal Weapon* - Donner has acquired the movie rights.

TOTAL FILM VERDICT
Being optioned by Donner no doubt boosted its chances of beating the usual Hollywood development traffic, but *Crazy Taxi* still hasn't made it off the rank yet. If it does, we'd like to see Bruce Willis at the wheel... 5/10

WE SAY
...we'd rather walk. 6/10

TEKKEN

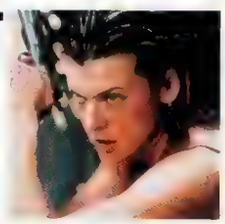
THE FACTS
Producer Steven Paul paid $60m for the movie rights, backed by Crystal Ski Films. Casting details are scarce, but we're expecting a CGI-heavy film - Paul owns his own effects studio.

TOTAL FILM VERDICT
Mortal Kombat might have succeeded, but does anyone remember the execrable *Street Fighter*? Thought not. This will have to fight to be seen as anything but a cult flick - unless they can get Jackie Chan to star... 5/10

WE SAY
Jet Li. Jet Li. Jet Li. Are we forgetting someone? 5/10

RESIDENT EVIL

No.1



THE FACTS
Old news, but the film's as good as finished. Expect a big-budget summer release. Director Paul Anderson made *Mortal Kombat* - probably the least terrible videogame movie in history.

TOTAL FILM VERDICT
With *Fifth Element* model-turned-actress Milla Jovovich donning a tight red dress and toting a gun – the excito-glands are already stimulated. Reason to be afraid? Director Paul Anderson's last flick was the utterly cack *Soldier*... 10/10

WE SAY
The last time we were this excited was *Tomb Raider*, and that was OK, wasn't it? Er, hello... 8/10

JONNIE'S FIVE

"It's been a busy month, what with picking out this issue's last-minute games and... ooh, I can barely say it... falling in LOVE. Ha ha! Oil my shiny metal heart! Met down the shops, you know, eyes drifting together over the deli... pure ruddy magnetism. She's only round the back, I'll bring her round. Ladies and gentlemen, presenting... STEPHANIE! Come on love, don't be shy... eek, hang on. Bleedin' cakes! A shopping trolley! How could I be so naive? Please, somebody end this, nooooo..."

1. SWAT

2. PAC-MAN WORLD 2

3. MAD BLOKE

Publisher: Himself

4. JURASSIC PARK: PROJECT GENESIS

Publisher: Vivendi

5. RESI POSTER

Publisher: Some talented [illegible]

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PlayStation.2

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

OUT UK SEPTEMBER

STUNTMAN

"FLIP THE CAR, AND YOU RUN THE RISK OF THE ENGINE BLOCK DROPPING OUT"

PSM2 take you on an exclusive barrel-roll through Reflections' hugely anticipated movies and motors mash-up. This preview's been brought to you by professionals – so don't try this at home.

MAKING EASTWOOD A STAR: Joel Snape

Monaco. A treacherous mountain path. You're in an Aston Martin, tearing after your nemesis in the yellow Esprit just ahead. You flash past other cars at top speed, weave through tunnels *just* avoid an articulated lorry and you've almost... *almost* got him. Suddenly, the road up ahead explodes. You swerve, fighting desperately for control, knowing there's a ramp that'll send you sailing over the flames, but misjudge it and drop into the fiery chasm. Annnd... cut. Bugger.

Isn't that going to be a problem? After all, most games thrive on danger – the heart-palpitating thrill of crouching Snake in a locker wouldn't be the same if you knew the sweep team were extras. It's initially difficult to see how that'll work in a game that has takes instead of lives, squibs instead of proper rockets and trained professionals rather than terrified pedestrians.

There're six films in Stuntman, each themed on classic chase flicks and gradually increasing in difficulty. Each has between four and eight stunts which have to be tackled in one continuous run, over a strict time limit.

There's a brief camera flyover of the level introducing the major set pieces, and then it's time for the cameras to roll. Each stunt's made up of around 20 components, each weighted differently depending on their importance – so bashing some crates might be worth as little as five percent, jumping a gap as much as 30. Each task's highlighted with an icon representing, say, a handbrake turn – although we're hoping there'll ▶

INFO
- **DEVELOPER** Reflections
- **PUBLISHER** Atari
- **GAME TYPE** Driving

ANTICIPATED FEATURES
- Six movies, each featuring up to eight stunts, and each with their own rendered trailer.
- 15 skill tests.
- Stunt arena mode featuring over 40 items of scenery.
- 32 vehicles, at the last count.
- DVD extras set to include behind the scenes footage and stunt documentaries.

WHERE IT'S AT...
- So far about 70 percent of the gameplay and cut scenes are evident in the version we've been playing.

BLAST ORDERS: As with any decent action movie, you'll find plenty of spectacular pyrotechnics going off around you.

BUMPER CROPPER: One solid impact in the Fiat-alike motor in the Alpine level, and it's looking unlikely you'll carry on.

LIGHTS... CAMERA ...TRACTION

***Stuntman*'s cars aren't licensed – as everyone knows, car manufacturers get all precious about seeing their babies getting dinged up. Even in pixel form. That's why Reflections have lawyers with nothing better to do than make cosmetic, lawsuit-evading alterations to the *Stuntman* garage, so you'll be able to trash those – ahem – Frod Mutangs and Ashton Martinis with impunity. Let's have a look at that damage in action.**

PANEL BEATER: As the external bodywork goes flying it'll reveal the inner workings of the car inside. The detail's fantastic.

THE CAR'S THE FLING: The physics that launch the cars in all directions are used to catapult debris all over the place.

IMPACT WITH GOODNESS: Land on a line of vehicles in the Stunt Arena and watch the trim fly across the screen.

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

MARKET GUARDIAN: A lot of efforts been put into creating the feeling that you're actually involved in a major film

▶be an option to turn these off, as the director's vocal prompting's enough by the third run. Complete 75 percent of a given stunt, and you'll be able to move on – more about that in a minute.

Complete a film, and you'll be able to watch a specially-rendered trailer with your stunts spliced into it. It's in these replays that *Stuntman*'s level of detail shines.

See, while you're playing, you're constantly aware that the game looks *right*. It's only in the close-ups that you notice the suspension groaning on corners, or the driver's head slamming into the wheel in collisions. Shadows from walls, scenery or other cars overlap realistically, dust billows up from tyres – all highlighted by a flow of dramatic camera cuts.

Then, of course, you've got the *Destruction Derby*-class collisions. Each car's modelled in more than 70 parts, all of which can be dented, scraped or broken off. Scuff a wall, and you might lose a hubcap – crash into it head-on, and the entire bonnet'll come off, becoming a piece of scenery to be trundled over. Flip the car, and you run the risk of the entire engine block dropping out, effectively putting an end to your run. Other cars are equally vulnerable, allowing you to clip wing mirrors and scuff paintwork as you go past.

Here's the thing, though. Real stunts are incredibly regimented – designed to minimise risk by eliminating spontaneity. *Stuntman* plays with the formula *slightly* – the huge set pieces seen in

START THE MOTOR...

The final car tally's yet to be confirmed, but expect more than 30 assorted vehicles in the *Stuntman* parking lot. Most of the civilian traffic from the films turns up in the arena, with a few sneaky extras as reward for perfecting your movie runs. The perennial schoolbus makes an appearance, but for the really spectacular later ramps, you'll want a go on the Diablo. Shame you can't, as yet, alter their paint jobs – we always wanted our own version of KIT...

SCOUT MASTER: You can't drive the scout car, but you'll be able to unlock it for the Stunt Arena

JEEP TRICK: Careful how you corner, the jeep's short wheelbase leaves little margin for error

THE SKI TO SUCCESS: It's not all four-wheeled action. The snow-based thriller sees you legging it across ice on one of these.

TRUCK ROGERS: The 4x4's got the suspension to ride out tricky bumps, but lacks the speed to tackle, say, loops.

BACK ON TRUCK: Other vehicles will appear throughout the different levels – usually to explode or crash into brick walls.

PURSUITS YOU, SIR: Most of the time you'll find yourself fleeing an adversary. The Bond-esque level involves aerial trouble.

ROVER YOUR SHOULDER: One minute you're driving the getaway vehicle, the next you'll be playing the roll of the rozzers

COLT IN THE ACT

Do you ever watch cut-scenes more than twice? Of course not – but in *Stuntman*, you'll be expected to watch them again and again, potentially even saving them to Memory Card in an attempt to impress your mates. Lucky, then, that they're massively entertaining, full of clever post-modern nodding and exciting shooty bits. Disappointingly, you can't edit them or even choose which set pieces to include – what happened to the *Driver* movie system, lads?

PEN AND TELLER: Using rudimentary props you go through the stunt you're about to perform for the Director's benefit.

HARBOUR LIGHTS: Pre-level introductions set the scene for each of the levels' different locations. Welcome to Bangkok.

HAZARDOUS CONDITIONS: Here's where your completed stunt ends up – in a brilliant trailer for the film you've just completed.

"MOTOR OFF A RAMP AND INTO A STACK OF SCRAP CARS"

CHASER WITH A DASH: The interiors are beautifully designed, but why a left-hand drive car in a British movie. Reflections?

CHICKEN ORIENTAL: The puttering tuk-tuk in the Bangkok level's a bitch to control, especially with some precision jumps to make

the game would be filmed in much smaller chunks – but it's still frustratingly linear. Smash *those* boxes, dodge *that* car, do a handbrake exactly *here* – there's almost no scope for invention. Why not set a vague route with certain essential jumps, then award extra points for drifting, wheelies, near misses, crowd-scattering and scenery-smashing? Where's the scope for that burst of genius that'll genuinely wow your mates on the replay? Won't a perfect run always look the same? There's a real danger of the main game being, essentially, the garage sequence from *Driver* repeated 20 times with nicer backdrops.

"THE DIFFICULTY LEVEL'S CURRENTLY BEING TWEAKED – WHILE WE PLAYED, THE REFLECTIONS TEAM WERE TAKING NOTES ABOUT WHICH LAMPPOSTS MADE US SWEAR THE MOST"

The difficulty level's currently being tweaked – while we played, the Reflections team were taking notes about which lampposts made us swear the most – but it can't be *too* easy, or you'll complete it in a day. Complete a level, and you'll be able to play it in Freeride mode with any new vehicles you've earned – there's no opportunity to replay actual stunts, as the likes of the schoolbus are too big and slow to handle them.

Still, if life's too repetitive in Hollywood, you can always become a daredevil. The Stunt Arena's a flawless recreation of a Captain Lance Murdoch spectacular, featuring stacked jalopies, fireworks, the Goodyear blimp – everything short of a Truckasaurus. A few crowd-pleasing crashes set the tone, with traditional bus jumps taking pride of place, but they're nothing compared to the lunatic challenges that're ultimately the backbone of this section. It's here that the painstaking skid-practice pays off – high Career mode ratings are rewarded with obstacles to scatter around a giant stunt bowl. Initially, it's pleasing enough to simply thrash your motor off a single ramp and into a stack of scrap cars. It's only once you learn to survive ▶

I'VE BEEN ON FIRE WITH SALLY FIELD...

On a recent trip to Reflections' Bond-villain-esque HQ in Newcastle, PSM2 went hands-on with Stuntman's six movies – as well as seeing those teasing trailers in action.

TOOTHLESS IN WAPPING

Wapping's the film you'll actually want to see – based on Mr Madonna's mock-er-ney caper movies, it's packed with good lines ('I don't like milk in me tea' – honestly) and funny moments. Shame we'll never see the payoff for the bit with The Dentist.

STUNT RATING

Being the first movie, Wapping's a gentle introduction to the simple pleasures of handbrake turns, burnouts and box smashes, before the difficult stuff gets introduced later on. It feels a bit disjointed at times, but it's worth persevering to earn a police car for the Stunt Arena.

BLOOD OATH

With an Eastern setting and a lead character nicknamed 'Chow' by the production team, it's no surprise that Blood Oath's heavy on the twin-handgun action. Funnily enough, it's also the least exciting trailer – after all, we've seen all this stuff before.

STUNT RATING

Combine precision rooftop leaping with a three-wheeled vehicle, and you'd be right to expect a lot of restarting. The tuk-tuk's manoeuvrable but flimsy – making piloting it through narrow alleys and crowds one of the more rewarding sections.

THE SCARAB OF LOST SOULS

...Starring Dakota Scott. See what they've done there? Cleverly, the music for this stage is about two bars different from the Indiana Jones theme – all of the atmosphere without any of the royalties. No time for love, Dr Jones...

STUNT RATING

These're car chases at their traditional best – plenty of sending fruit and carpets scattering as you careen through a market in a jeep. Do well enough on this level, and you earn a German tank for Stunt Arena – surprisingly, it's actually fast enough to take the loop-the-loop.

CONSPIRACY

Think Clear And Present Danger – although political thrillers are probably the genre you wouldn't remember for their car chases, there's certainly plenty of scope for (o-ho!) drifting action in the snowy peaks of the Alps.

STUNT RATING

Expect a lot of slippy-slidey operations here, with the snowmobile tackling the bulk of the stunt action. Curiously, you'll still be able to use it in the Stunt Arena, although it's difficult to say how a motorised sled's going to cope with near-vertical ramps.

A WHOOPIN' AND A HOLLERIN'

Just two good ol' boys, an ornery sheriff and a few kegs of moonshine – the Whoopin' trailer's almost a direct steal from the Dukes of Hazzard, and even the car's uncannily similar to the General Lee. Someday the mountain might get 'em, but the law never will...

STUNT RATING

We haven't seen much from the Louisiana level except for the infamous barrel roll river-leap, but the car's a beaut, and the dusty roads show off the gravel-spray and suspension effects nicely.

LIVE TWICE FOR TOMORROW

'The name's Crowne... Simon Crowne' – Tomorrow's a straight send-up of the Bond flicks, complete with gadgets, lovelies, a CG Desmond Llewellyn and more legally questionable guitar riff-heavy music.

STUNT RATING

The Monaco levels play the most like a straight driving game – lots of powersliding along winding mountain paths and tricky overtaking make it eerily reminiscent of *Burnout*. Still, that's no bad thing – apart from the bit we mentioned earlier when you ruin your entire run by crashing into a gorge, that is. Tchah.

FREEZE FLAME: You wouldn't fancy your chances in a tiny, exposed three-wheeler with this lot licking at your backside.

▶landings that the fun starts in earnest. From a ramp, it's a simple step to launching through multiple fire hoops. From there, the next logical step's to include a loop-the-loop. After that, it *really* gets interesting – see-saws, flaming crash barriers and cannon launchers can all be placed in careful sequence for an extended run.

PSM2's favourite, though, is the remote car, a sort of Hotwheels launcher for daredevils. Simply drop it on the track pointing toward a convenient ramp, press ◻ and watch it fly – hopefully slamming into your own car in mid-air if you've had the foresight to be racing up another jump in the meantime. Then there's the car flipper, emulating a spring-loaded piston under one side of the chassis, or the nitro-burst – all usable with trucks, vans, buses, the armoured car or... bikes? Sadly, no. The physics engine doesn't extend to modelling realistic two-wheeled movement, so you'll have to make do with a bike/sidecar combo.

AD ABOUT THE TOYS

Chances are, you'll shortly be seeing the *Stuntman* TV ad, featuring footage of the game cleverly intertwined with those old Infogrames favourites – page 3 'stunnas'. Next issue, we'll be featuring behind the scenes footage from the making of the ad – but in the meantime, check out these cheeky snaps...

FLY LIKE A BIRD: Need some instant glamour to sell your game? Call Charlie O'Neil.

SHOOTING THE BREEZE: No-one said that film sets were always thrilling places.

Sadly, no. The physics engine doesn't extend to modelling realistic two-wheeled movement, so you'll have to make do with a bike/sidecar combo.

Once you're bored of the Stunt Arena... well, you're bored of life. But there's still a wealth of options to check out before bedtime. First up, the license tests – 15 missions to perfect your driving skills across a range of vehicles. The Precision tests are a simple matter of skidding between sets of cones, and the Speed tests aren't much more than a straightforward time trial on levels you've already seen. Things get more interesting in the Stunt challenges, where the idea's simply to collect tokens by leaping off a series of ramps in the right order. Not terribly exciting if you're alone, but expect to see *MGS2*-style clear codes popping up after the challenges, which you'll be able to enter on Infogrames' website to win – as yet unspecified – prizes.

Then there're the DVD extras – including an interview with BAFTA award-winning stuntman Vic Armstrong, veteran of nearly every Bond flick and close personal friend of Harrison Ford. Other ▶

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

yet-to-be-confirmed footage includes a Making Of... featurette with clips of the Reflections team, and music videos from Yvonne and Overseer. More entertaining are spliced-together segments of stuntman footage past and present, from black and white stock of Model Ts colliding to the spectacle of someone trying – and failing – to perform a 192-foot car hurdle. And then landing upside-down. All it needs is Lisa Riley chortling along in the background.

"SHORT-TERM FRUSTRATION'S ALLEVIATED BY BURSTS OF GENIUS IN THE STUNT ARENA"

To be brutally honest, we aren't expecting *Stuntman* to set the world alight like the *Driver* games did. It's certainly as technically competent as we could have hoped, packed with features and good short-term fun, but feels a bit fractured as a playing experience. Still, short-term frustration's alleviated by bursts of genius in the Stunt Arena. Trying to... avoid... cliché, but, well dammit – if slamming cars into each other for nothing more than aesthetic reasons isn't ideal post-pub entertainment, then nothing is. For that reason alone, this one's sure to get – ahem – a 'Colt' following. **PSM2**

We'll be giving you the definitive verdict on Stuntman in PSM2 #5.

TRI, AND TRI AGAIN: You'll have to keep at it when it comes to some of the more spectacular leaps. Work on that landing.

HANDS-ON VERDICT

"Duuuude!" The first time we managed the double car smash corkscrew leap, a crowd of Americans visiting Reflections' studio burst into spontaneous applause. It's in the freestyle segments that *Stuntman* shines, simply by giving you the opportunity to invent your own challenges. The preset stunts aren't *quite* as convincing. Start, crash, start, handbrake, crash, start... it's not the most compelling gameplay model we've seen. Another niggle that's unlikely to change before release is the framerate – locked at a not-terribly-nippy 30 fps. If you own an air horn, watch The World's Most Violent Car Pile-Ups and wear a nacho hat, you're going to love it. Otherwise, it's a hugely competent game that might – *might* – lack that *Driver* spark of genius.

You'll love it because...

There's something unfailingly entertaining about watching cars go really fast then flip over

You'll hate it because...

The Career modes shockingly linear. And there's no motorbike

ORIGINALITY	★★★★
HANDLING	★★★★★
PRESENTATION	★★★★

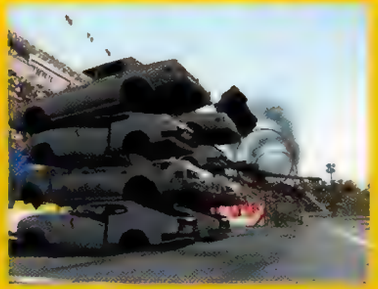
DVD ACTION

This sizzling DVD boasts the first ever in-game action – exclusively to PSM2. Next issue we'll have a behind the scenes special.

STUNT SCHOOL

First, take a Monster Truck. Reverse it up a 45° ramp – if you haven't earned one yet, the arena sides'll do at a pinch. Now, rev it forwards at top speed, and watch it rear up like a startled elephant, preferably landing on a stack of scrap cars. Voila – the Monster Truck wheelie smash, just one way to exploit *Stuntman*'s physics engine. Corkscrew rolls, quarter-pipe jumps, even the suicidal dive-bomb are simple to perform – the art's in linking them into a pleasing pattern and challenging mates to better you.

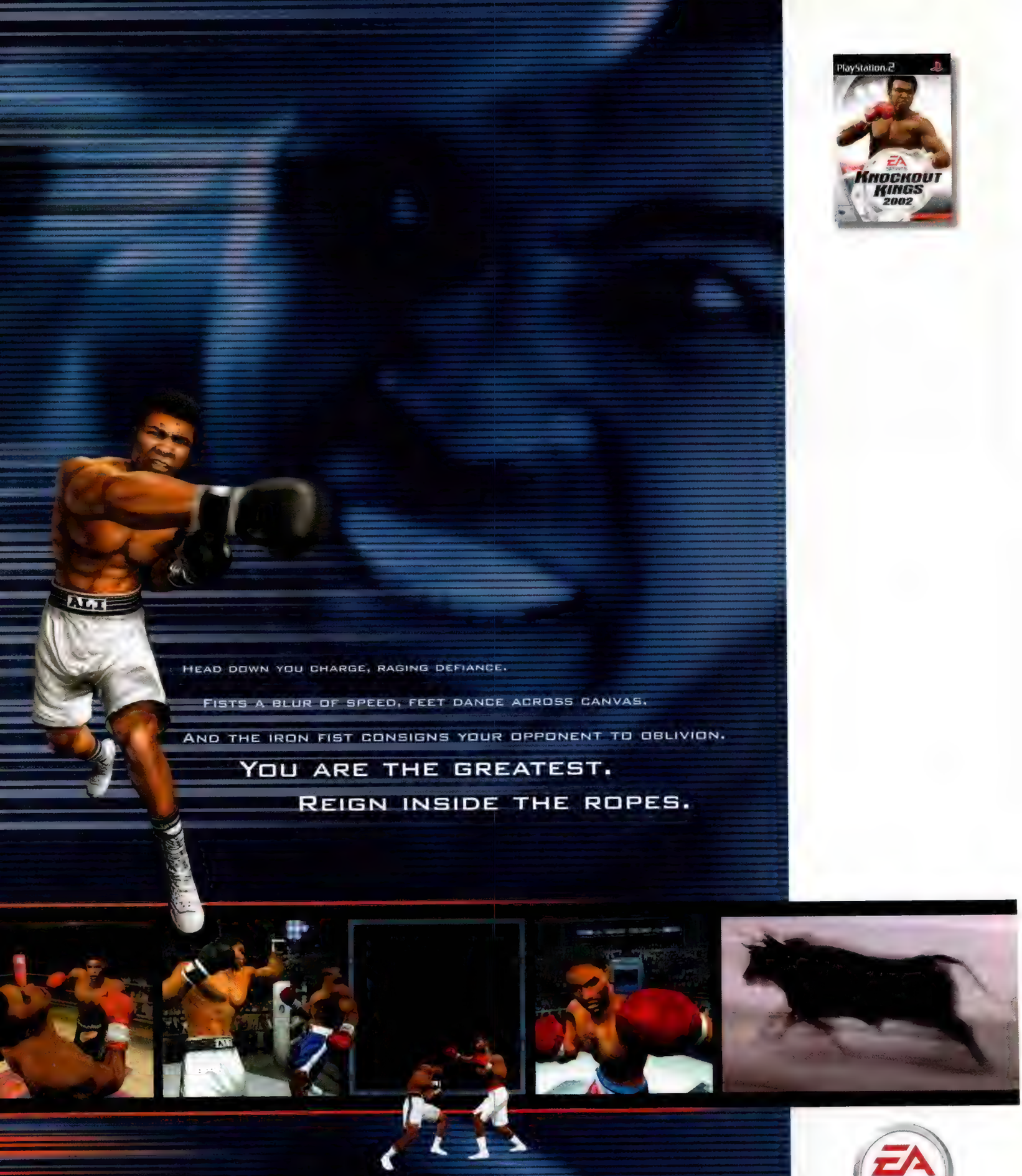
WHEELIE GOT ME GOING: Those monster truck ramps don't really exist, incidentally. Reflections invented 'em for the game



GUY FAWKES THIS WAY: Special ramps have fireworks at the top activated by your jump. Popular with the hillbilly crowds.

TRUCKER'S LUCK: Each of those cars deform and lose pieces realistically as the truck crunches into them.

AIR TRAFFIC CONTROL: Shame there isn't a more precise system of grading stunts for showoff value.


ALI
HEAD DOWN YOU CHARGE, RAGING DEFIANCE.
FISTS A BLUR OF SPEED, FEET DANCE ACROSS CANVAS.
AND THE IRON FIST CONSIGNS YOUR OPPONENT TO OBLIVION.
YOU ARE THE GREATEST.
REIGN INSIDE THE ROPES.

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PLAYSTATION 2 MAGAZINE
PSM2

COMING SOON

プレビュー

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

トウセンショウホウ

FANCY DOING SOMETHING YOU COULDN'T BE ARSED TO GET ROUND TO IN REAL-LIFE?

JONNIE

That fine line between idly daydreaming yourself to the pantheon of heroism and actually getting out of that recliner to do something about it has just taken another blurry-soled shoeing. You might have considered paintballing or signing up recently, but the idea of scrambling through shitty woods or coming under fire from a religious fundamentalist's rocket-propelled grenade might've put you off.

Medal of Honor blitzkrieged onto PSone and dug in for a brilliantly engineered campaign of totalitarian domination. Now, with our exclusive hands-on experience of PS2's first WW2 adventure, we're predicting one of the greatest titles to hit the beaches yet. It looks stunning, and even in a state of relative infancy, it plays like a Marine Corps marching band. Brutally tight and hard as calcified cheddar.

Not your bag? Sensitive type? Too busy obsessing about those Kraftwerk remixes and spannering your flywheel gear-to-spoke ratio? Then park your rear on that razorblade saddle and pedal like you've never pedalled before. *Tour de France* isn't war, but it still hurts like hell. **PSM2**

PSM2'S MANIFESTO

PSM2's PREVIEWS ARE: Packed with the best shots taken from the most exciting PlayStation 2 games currently in development. They give you all the crucial details you demand and direct you towards the key features of the game which we think will make a difference. We'll also bring you our hands-on verdict for every new game – giving you unrivalled insight into how the games really shaping up (there's no press release style waffle here...).

PSM2's PREVIEWS AREN'T: Simply dull, badly written back-story summaries for third-rate titles you really don't need to know about.

EXPECTED UK JUNE

MEDAL OF HONOR: FRONTLINE

WW2 roars to life in a volley of screams, bullets and digit-crippling tension. If war is hell, why does it feel so good?

NOBODY says a word. No-one. Soldiers fumble with their rifles, staring blankly into the horizon. Suddenly, an explosion – water floods the ship and staggers the troops like bruised ten pins. Gazing skyward, bombers choke the sky, the ship doors bolt open and soldiers charge into a salty wash of blood, bullets and screams. Lungs-bursting, petrified, *numb*, the feeling of déjà vu terrifying. It's the opening scene of Saving Private Ryan, but something feels wrong, more intense, more personal. You're no longer watching the D-Day landing, but *living* it and – get this – loving every nerve-ripping second.

If videogames were awarded medals for authenticity, EA's epic

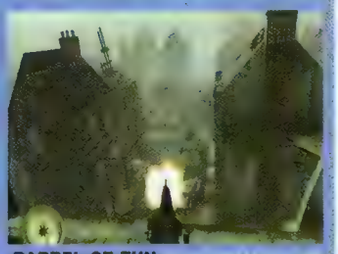
A BRIDGE TOO FAR

1

MISSION HAIRY POSITION:

WEAK SIGNAL:

OBJECTIVE VIEW:



BARREL OF FUN:

GUNS OF NAVARONE

2 Death rays weren't so popular in WW2, so Jimmy's armed with 16 slightly more authentic – but equally entertaining – weapons. Starting with a shonky pistol, manual-reload rifle and a clutch of grenades, you'll soon amass goodies such as the Thompson MG, Panzershrek and ever-popular BAR – the devastating weapon from the PSone game. Tapping the left shoulder button causes most weapons to zoom in, allowing pin-point, Fritz-disabling strikes from safe distance. Ammo's scattered liberally through each level, but such is the intensity, you'll be forever running dry.

SURE SHOT: A trusty sidearm, but not much cop in any situation involving multiple adversaries.

BOMB RUSH: Grenades will do a tidy job of clearing foxholes. Look out for unwanted returns, though.

SKULL CAP: The swine! He offed one of your boys! That's an instant nightcap for Herman, then.

would buckle under the weight of shiny metal. The PSone series was masterminded by Steven Spielberg, and three years on, programmers EALA – formerly DreamWorks Interactive – are perfecting their vision. Using the power of PS2, they've created uncannily accurate representations of shattered French cities, with towering buildings, jutting rubble and amazing live-action explosions – the smoke effects are sensational. The enemy guards exhibit merciless AI, with welcome lapses of buffoonery and a startling range of animations – with six times the variety of the PSone game. Guards choke and fumble as they're forced to reload, play dead, hunt in packs and clutch their wounds in crippling agony.

The sound's a revelation. The game's just begging to be played in 5.1 Surround Sound – if you can handle the trigger-baiting authenticity. The volume's been perfectly balanced, so one minute you're hearing deafening explosions, the next mumbled screams. Listen up, and you can hear your troops muttering commands and discussing German hidey holes. Better yet, the music's context sensitive – flitting seamlessly from ghostly ambience to deafening crescendo as the action reaches fever pitch.

It's more than a gimmick. On one occasion, crawling through a narrow tunnel, you can hear a distant German voice – its owner torturing an Allied troop for information. The volume increases slowly, until – in a moment of perfect timing – you appear behind the German officer the second he murders your colleague. Pausing in disbelief, you bury a retaliatory bullet into the back of his skull, choking with anger. It's no longer a game – it's personal. The mood reflects the fear and moral ambiguity of combat.

You play Lt Jimmy Patterson – returning from the PSone series – in an attempt to infiltrate the German frontline and steal the HO-IX flying wing, an experimental Nazi weapon that could turn the tide of the war. The game's set parallel to the real-life events of Operation Market Garden, allowing authentic plot twists and a heightened sense of involvement. The continuous storyline is spilt into 15 levels – with multiple sub-objectives – from the destruction of a German naval base to the disguised infiltration of a Nazi manor house. Over the course of the adventure, Jimmy'll pilot train engines, mine carts and – if rumours are correct – the HO-IX weapon itself.

There'll be other playable characters, including Private Barnes, hero of the D-Day levels. Contrary to rumours, combat isn't truly squad-based – so there's no ability to issue orders – but it's vital to support your troops in action. The longer they stay alive, the greater your chance of survival. It's a real buddy-buddy thing At worst, your colleagues provide vital Nazi-deflecting cannon fodder. Selfish – but you can't lose sight of the bigger picture.

They'll be a host of extras to unlock, including new weapons and game modes, cementing a potentially essential purchase for challenge-starved FPS fans. Be excited – the PSone game let you control Winston Churchill in Multi-player carnage.

It's like living a Spielberg movie, charged with emotional poignancy and eye-rutting set pieces. Combat's tactical, progress gruelling and the atmosphere almost claustrophobic – it's a real adrenaline-spiked roller coaster ride. **PSM2**

EALA's harrowing epic will be spearheading PS2's frontline summer assault

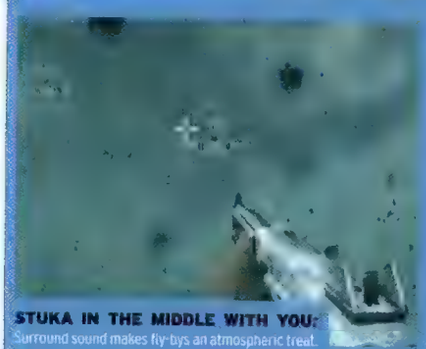
"COMBAT'S TACTICAL, PROGRESS GRUELLING AND THE ATMOSPHERE ALMOST CLAUSTROPHOBIC"

PSM2 FIRST PLAY

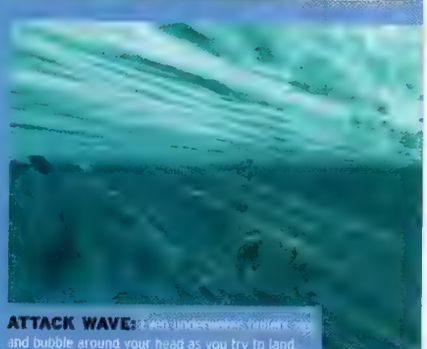
THE LONGEST DAY

3 The jaw-grazing prelude sees you sat on a transport boat, moments from the frontline of WW2's most suicidal battle. You can rotate the analogue stick to look at the anguished faces of your colleagues, but you can't move an inch, flinching as the pad rumbles and bombs rain from the sky. No music, just muffled screams. As the tension reaches torture point, you're thrust onto the beach in a brutal re-enactment of Saving Private Ryan's epic introduction.

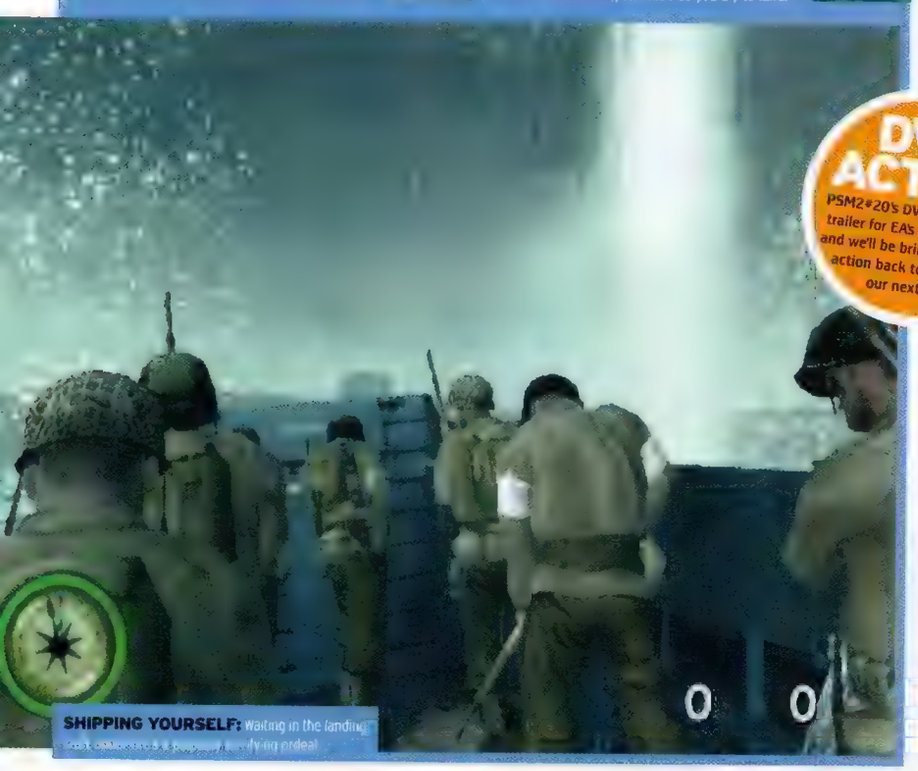
WAR IS SHELL: The scene's set with archive footage from the Home Front munitions factories.



STUKA IN THE MIDDLE WITH YOU: Surround sound makes fly-bys an atmospheric treat.



ATTACK WAVE: [illegible] and bubble around your head as you try to land.

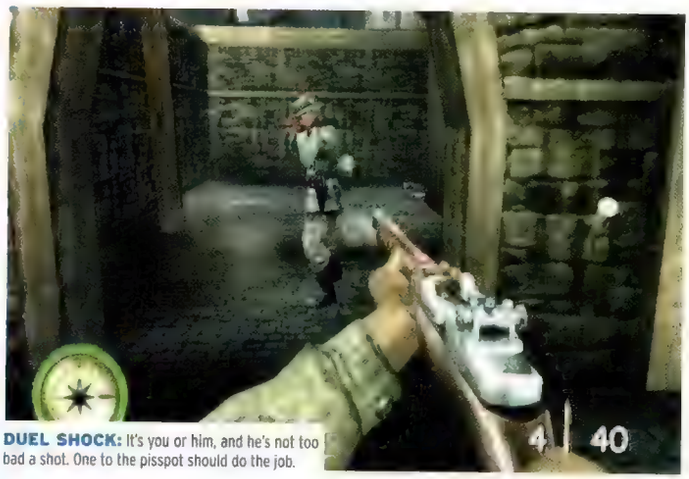


SHIPPING YOURSELF: Waiting in the landing [illegible] ordeal.

THE GREAT ESCAPE

4 The enemy soldiers will do *anything* to avoid the virtual flames of polygon hell – exhibiting fearsome AI in the process. Lob a grenade at a German soldier and – if he spots it – he'll kick it away or chuck it back. Pop a low shot, and guards clutch their shins. Shoot their hands and they'll drop their pistol. Sometimes, guards tumble spectacularly, feigning death and hoping to surprise you. The enemy attack in groups, retreat when outnumbered and react like the muddled groups of conscripts and heroic martyrs they generally were.

BLITZKRIEG POP: They're not just there to catch your flaming blasts of death, y'know.



DUEL SHOCK: It's you or him, and he's not too bad a shot. One to the pisspot should do the job.

HANDS-ON VERDICT

5 You think you've seen it all, you think WW2's a tired premise and that first-person shooters are becoming terminally predictable – but you'd be spectacularly wrong. Rarely has a game felt so alive, so harrowing. The sound's just terrific – distant screams, mumbled chatter and thundering explosions rattle around your ears, keeping you in a fixed state of nervous confusion. Death lurks round every dark corner and burnt-out bunker. The missions are genuinely diverse, genuinely taxing; the enemy AI chillingly convincing and the squad-based combat engenders a genuine sense of camaraderie. Set pieces, such as storming an enemy bridge, require precision timing and tactics – upping the sense of involvement and reward. The best FPS on PS2? We wouldn't be surprised.

You'll love it because...
You're living the war, and *winning* it.

You'll hate it because...
It's too authentic, you prefer ray-gun chic.

DVD ACTION
PSM2#20's DVD featured the trailer for EA's WW2 shooter, and we'll be bringing in-game action back to Blighty on our next disc.

ORIGINALITY ★★★★
HANDLING ★★★★
PRESENTATION ★★★★½

MEDAL OF HONOR ALLIED ASSAULT

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE First-Person Shooter

ANTICIPATED FEATURES
- Over 20 weapons including the Liberator, MG42, Panzerschrek and BAR – plus disguise kits and fake IDs.
- 15 missions split into three chapters.
- Infiltration missions, utilising genuine military tactics and squad-based gameplay.

WHERE IT'S AT...
- The code we're playing needs optimising, but even at this stage it's about 70 percent complete.

PlayStation 2

MONSTERS, INC.
Scare Island

Are you truly horrifying? You could be what Monsters, Inc. are looking for.
No experience necessary. Full training given. Opportunities for advancement. Hideousness an advantage.

Also available on PSone. Special PS2 edition available with exclusive movie artwork postcards*

uk.playstation.com

PlayStation 2
THE THIRD PLANE

DRAUGHT DODGER: Use the windometer to gauge which side to pick up a slipstream.

EXPECTED UK APRIL

LE TOUR DE FRANCE

The lack of Kraftwerk on the soundtrack's unforgivable, but this is a shockingly playable cycle sim. Are we *ill*?

PSM2 FIRST PLAY

THE PRICE OF FRAME: The top frames cost a packet - you'll have to go some to afford 'em.

ATHLETES who shave their legs often don't get the kind of respect that, say, athletes in lycra often do. Surprising really, as there're few sports that can boast the action, strategy, sheer stamina and bag-shrinkingly horrific accidents that the world of professional cycling can.

Cycling's probably up there with *Petrol Station Attendant Pro* when it comes to a console simulation, but KCEO have nailed everything with the kind of realistic accuracy that at once vapourised the PSM2 office's mocking preconceptions and had us screaming 'dig *deep*!' at our cyclist as his little lungs dripped out of his nostrils and his vision blurred with fatigue. And you *can* feel it.

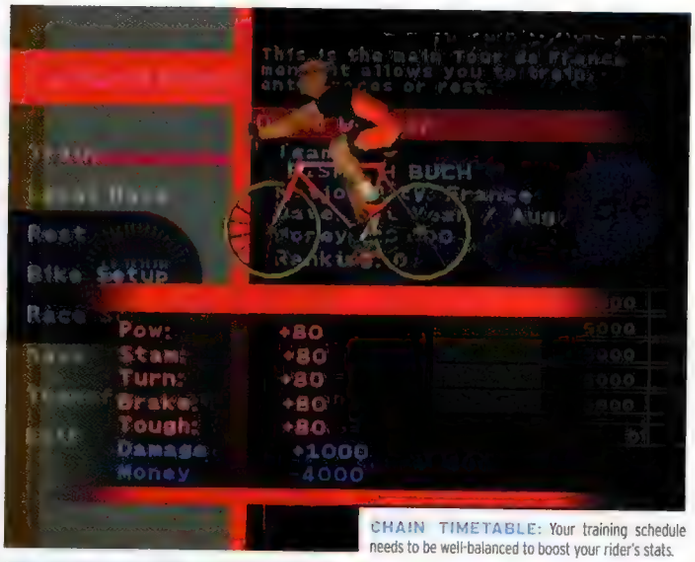
Holding ⊗ keeps the legs pumping at a steady rate, but hammering the button lifts you out of the saddle and into a sapping sprint. This is essential for the racing dynamic, which has been brilliantly captured. Sit in a bunch, catch a slipstream to conserve energy, then break away to the next group. The streamlining draws your stamina bar back up after heavy exertion, and if you're stuck between packs, and low on energy, simply dip into your limited water supply for a quick recovery.

DVD ACTION
Take off those stabilisers and the My Little Pony shopping basket – we'll be saddling up for next issue's DVD.

"YOUR TOUR DE FRANCE CAN END PAINFULLY IN A PILE OF TWISTED ALUMINUM"

Mountain climbs are torturous, rapid descents are treacherous and your Tour de France can end painfully in a pile of twisted aluminum. This isn't just a pedalling sub-game – the Career mode's involving and the two-player races'll have you straining sinew in an effort not to sprint too early. **PSM2**

GT3 with scabby knees and hard skinnys? Find out next issue



CHAIN TIMETABLE: Your training schedule needs to be well-balanced to boost your rider's stats.

RINSIN' CYCLE

1 This is about as tactical as racing gets. Resource management's the key – with your stamina being the resource. Slipstreaming aids recovery, as does coasting, but you need to balance sprints with water intake, as well as conserving energy for those bitchin' hill climbs. There's nothing more frustrating than spending thousands upgrading your bike, only to mistime a vital charge for the line and get swamped by the chasing pack.

GET SWIGGY WITH IT: Water revitalises your rider with a simple tap of ▲. Don't gulp it all, though.

WASTED YOUTH: Damage (in red) restricts your stamina (bottom left bar). The poor lad's knackered.

VELO TEARS: All that training and halfway through the Tour a fence forcibly retires you. Until next year...

HANDS-ON VERDICT

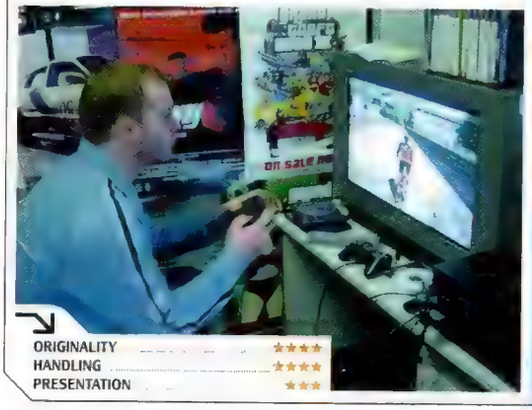
2 You'd be forgiven for sneering at the concept of a bike riding racer. We did. But once you're pushing your little pedaller through a grinding schedule of training, physical fitness and the local race circuit, this becomes a pleasantly engaging experience.

The balance of button mashing and tactical thinking is a welcome change from power drifting and it's refreshing to see a sport other than footy given a solid conversion to console. It doesn't look spectacular and with a dense bunch of riders on-screen the action slows to an unconvincing judder. These are pretty much minor moans, because we have to admit that we've been oddly gripped by some of the most technically taxing racing on PS2.

We're guessing this is going to a real Marmite issue when it comes to release, but we're breaking out the Bic razors already.

You'll love it because...
You like a drop of brain with your velocity

You'll hate it because...
Cycling? Have you been dropped on your *head* recently?



ORIGINALITY ★★★★
HANDLING ★★★★
PRESENTATION ★★★

LE TOUR DE FRANCE

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

CHARM AND SLAMMER

1 Fire up your Charm ability by tapping L1 and select a suitable target – problem is the warriors of Meridian have gone through mental training to resist your advances. Then, once you're inside blokey's brain, get him to do your bidding while you keep a comfortable distance form the action.

MIND YOUR HEAD: The citizens are dead handy for flicking switches while you hide from the guards.

FLAT CONTROLLER: Unfortunately, you can't explode their brains once they're no longer useful.

EXPECTED UK APRIL

BLOOD OMEN 2

Bad boy Kain returns with less mouth and trousers – all in a vein attempt to bring killer gameplay back to his flagging, leeching legacy.

PSM2 FIRST PLAY

AFTER THE plot-heavy, cut-scene laden, babble fest that was *Soul Reaver 2* it's good to see the Dynamics lads turning in something a lot less ponderous and, ultimately, a lot more playable.

Forget where this fits into the grand vampiric scheme of things, it's not relevant and we don't care. All you need to know is that this time you're playing Kain, not Raziel, and that you've been woken up by vampire-girl, Uma, in order to work that special brand of gory mischief you served up so well in the original *Blood Omen*.

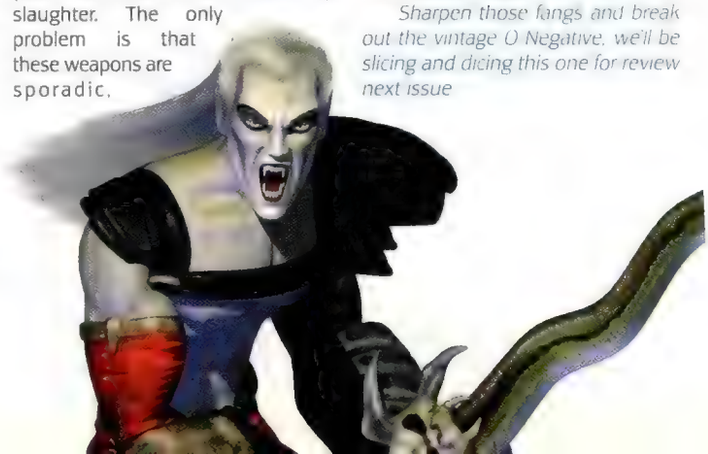
So, what's changed since those 16-bit, top-down days? Well, the developers, no longer shackled by technology or needing to stay too true to the previous template, have come up with some interesting twists for this instalment. The game's world has a much more Victorian feel while Kain's dark powers have received a major overhaul in the interim. Old fang-face is still tied to drinking blood to stay healthy but can now leap great distances, call upon devastating fury attacks and execute a selection of stealth kills much like those seen in *Tenchu*. Old favourites do return, like transforming into a mist or controlling the minds of your victims, but, for the most part, it's a title that's turned its back on heritage in favour of a more scrappy, stealthy and puzzlicious style of gaming. A decision we're totally in favour of here at PSM2.

Playing the game's already given us a nasty bite thanks to Kain's grisly feeding techniques, his stealth kills and the way the locals of the city of Meridian cower whenever you go into an attack stance – another area where the game's been thankfully re... *cough*... vamped.

You can either opt for a simplistic combat system that allows you to block any attack by holding L1, or you can go for a more skilled approach that allows you to block and parry by tapping L1 to defend and ○ to retaliate. It works well, and being able to mix attacks up with the different weapons you find during your travels makes for some tasty slaughter. The only problem is that these weapons are sporadic, which forces you into a stealthy mode of thinking rather than a confrontational one. Fine if you're into your sneak-a-thons, but it'd be nice to choose between the two rather than finding yourself out-gunned, or rather bladed, on too regular a basis.

Apart from that, we've had a decent amount of fun with this and can't help but feel it's destined for better things than its exposition-bloated predecessor. **PSM2**

Sharpen those fangs and break out the vintage O Negative, we'll be slicing and dicing this one for review next issue

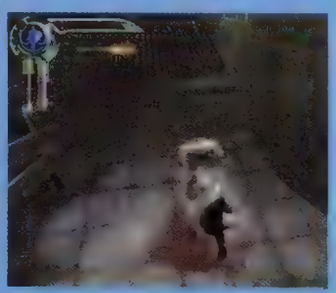


"A LOT LESS PONDEROUS AND, ULTIMATELY, A LOT MORE PLAYABLE"

NIGHT FEEDER, NIGHT FEEDER...

2

THAT CHOKE ISN'T FUNNY:



FOG ON THE SPINE:

IMPALE AND INTERESTING:

HANDS-ON VERDICT

3

As we've already said, the only thing that really grated with us as we played was the fact that you couldn't restart sections with weapons that we'd gone out of our way to collect after dying. It's a move that does force you into a more tactical way of thinking, but after you've invested the time, effort and blood to acquire a decent blade, it seems churlish to take it away from you just because you get jumped on by a vicious mob around the next corner. Thankfully, the level of dialogue and plot has been kept to a conservative minimum, which, after *Soul Reaver 2*, is an absolute blessing. Crystal Dynamics have invested more time in the action for *Blood Omen 2*. We can take complex storylines, but endless streams of sub-Tolkien consciousness is taking the piss.

You'll love it because...

The *Reaver* didn't put you off your passion to go goth

You'll hate it because...

Impaling innocent bystanders just isn't you bag

DVD ACTION

Check out Eidos' new trailer showing off Kain's Dark Gifts, as he employs them to wrestle Nosgoth from the hands of the humans.

ORIGINALITY ★★
HANDLING ★★★
PRESENTATION ★★

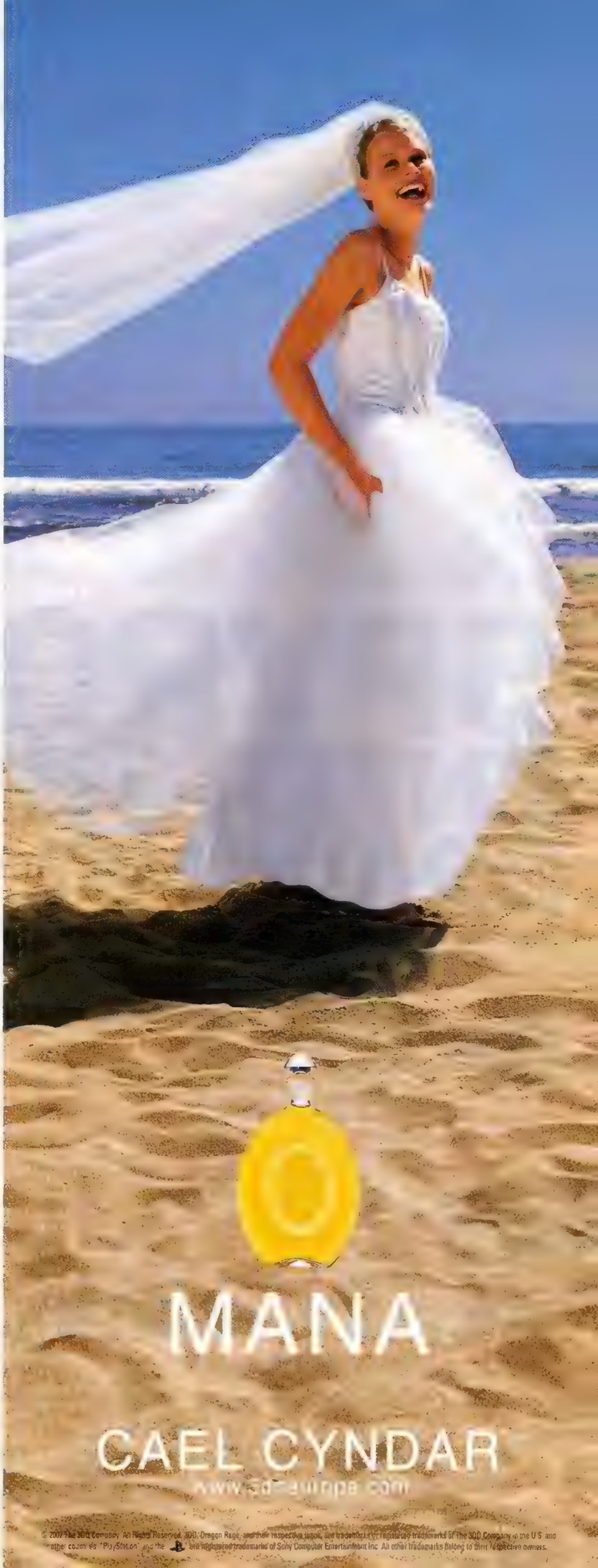
Blood Omen 2

INFO

- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...



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EXPECTED UK NOVEMBER

SPYRO: ENTER THE DRAGONFLY

After three outings, PlayStation's campest platforming icon finally flaps into the big league...

A CURSORY look at Spyro's bouncy world could easily leave you thinking, so what's different? There's the purple one, happy as a clam, flitting about another pastel landscape filled with collectable crystals and cartoon enemies. But, like a Crayola Escher print, this one's all about detail as much as overall impressions.

Things have moved on since *Spyro 3*. Environments are never still – trees bounce about in the breeze, lizards scuttle, lava bubbles menacingly... And, the attention to detail's made it across to the hero himself.

Changes spill over into the game's mechanics as well. F'instance, there's a new selection of vehicles to contend with. We've seen a proto *Tony Hawk's* skate section, a tank, a Spitfire, a manta ray and even a UFO.

Variety's Universal's current buzzword, and while they're happy to utter *Jak and Daxter* in the same breath as *Spyro*, they're laying the foundations to outdo Naughty Dog's title in both vehicles and mini games. True, they might not fit seamlessly into a cohesive, logical world, but who cares when you can dick about with a new toy on almost every level. So, it's not the revelation we'd hoped it would be, but an obvious continuation of a formula that's done no harm to the profits of whoever holds the license. PSM2

We'll be coming back to Spyro in the summer.

"WE'VE SEEN A PROTO TONY HAWK'S SKATE SECTION, A TANK, A SPITFIRE AND EVEN A UFO"

Unlike the idiot grin of Herdy, Spyro's still resolutely 'classic', even with his touched-up facial animations. He scowls, frowns and squints when huffing any one of three new breath attacks. He may be painted like an inmate of the Early Learning Centre, but you can tell he takes his platforming seriously.

DVD ACTION
We kept getting slapped by over zealous PRs every time we pointed our camera at Spyro's sleek hide – but we'll have an edit for you next ish.

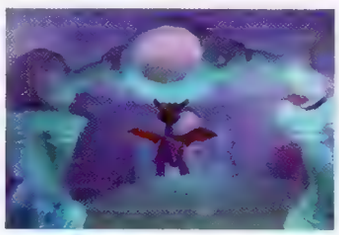
FLIPPIN' NECK: Tap a shoulder button to get that classic pseudo first-person perspective.

JUNGLE MASSEEVE

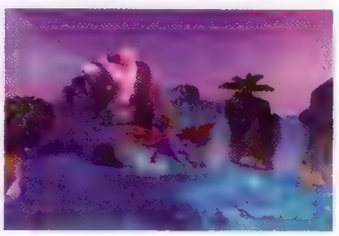
1 All the in-game action we've seen so far – other than a few wire frame placement levels where you get to test drive the game's various vehicles – has taken place upon a heavily jungled island.

It's a big, sprawling landscape full of inconsequential animations that quickly blend into the background as soon as you start to tussle with the game's multiple bad boys.

HOT LUNCH: Spyro's flame effects have received a good stoke from PS2's hardware.



SODDEN IMPACT: Water's not the killer it once was, as lizard boy and Sparx go for a dip.



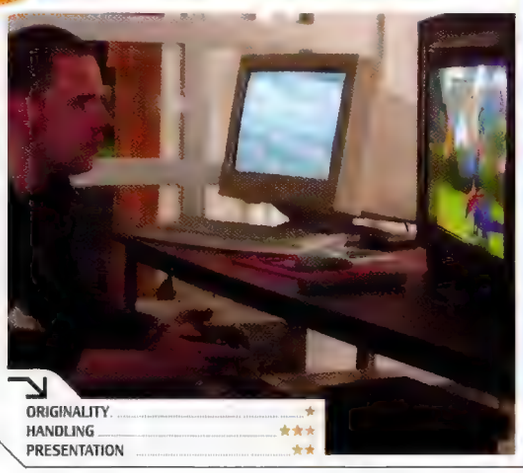
SKY DROPPER: He still can't fly without a plane, but those short glides do open up the levels.

HANDS-ON VERDICT

2 The particle-based breath abilities were the most notable exception to what is, frankly, another typical *Spyro* formula. Don't believe us? Listen – Ripto's returned from the second instalment, he's stolen almost all the dragonflies, and it's up to Spyro and sidekick Sparx to yadda shmadda, yadda shmadder... Back to those breath effects. While playing we zapped a T-1000 Riptox with an electrical attack, froze some unfortunate lizards and caught a couple of errant dragonflies with our bubble breath. It may be that old cliché of the right weapon for the right enemy, but it worked a treat even with a game that's currently only about 30 percent complete.

You'll love it because...
You played all three previous titles and had the time of your life

You'll hate it because...
You've swapped your Postman Pat slippers for pints and tattoos



ORIGINALITY ★
HANDLING ★★★
PRESENTATION ★★

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES
- distract the eye.
- Collectable dragonflies that have to be chased and caught much like the sheep of earlier *Spyros*.

WHERE IT'S AT...
- Around 30 percent complete, but still looking attractively almost-there in this unfinished state.

EXPECTED UK APRIL

SUPER TRUCKS

From the guys that brought you MTV Music Generator comes... a lorry grand prix. Tangy.

PSM2 FIRST PLAY

IT'S ALL about engine tone. Instead of a rattled wasp burrowing into your head, the grunty motors of *Super Trucks* purr, they growl, they sound like Vin Diesel would if he'd been knocking back nothing but sump oil. And it's a noise that's growing on us play by play.

The attention to sound's also been extended to the track itself, with you hauling your overpowered arctic to the accompaniment of cheers from the crowd and shuddering impacts from your competitors. In fact, when you look at it, every other peripheral element's been totally racked as well. Racer AI's smart, ambient animations – like passing planes – lovingly rendered, while rolling starts kick out an instant spurt of adrenaline... It makes you wonder why so much effort's been put into grabbing your attention. Then you race.

LOOK BEAR: Noel Crozier, always races with a stuffed bear beside him. *Riiiight...*

Compared to *Burnout*, driving trucks is, well, sedate. Jester've removed the 100mph limiters that hobble the real-world competition, but these big boys still take an age to get up to speed. The trucks' physics make every race a battle of momentum, traction and acceleration that leaves you exhausted even after three laps. We're just not sure if trucking's enough of a twist to ensure this'll shift... **PSM2**

Next issue we'll bring you an in-depth review

FASTER PUSSY CAT: Harri Loustarinen's heavily-sponsored truck became an instant hit with the team.

BREAKDOWN: A full damage model means wreckage strewn across the track.

HANDS-ON VERDICT

SUPER TRUCKS

What you lack in finesse when punching your way up the field, you more than make up for in the skilful execution of crafty moves. Use the opposition to bounce round bends, spray cones to slow them, surf through shallow gravel traps to cut corners... Like the vehicles themselves, it's big, dirty gameplay that snorts in the face of the clean-cut sensibilities of *GT3*. Which is just what you need if you're going to make you mark in a market crowded with cars.

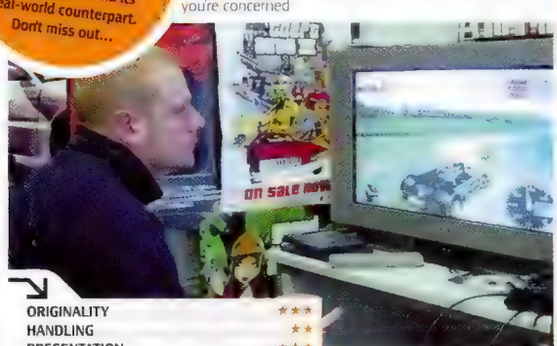
You like your racing Yorkie big and Tonka tough

You'll hate it because...

Autogeddon starts and ends with the car as far as you're concerned

DVD ACTION

Next issue we'll be bringing you some monster footage of both the game and its real-world counterpart. Don't miss out...



ORIGINALITY ★★★
HANDLING ★★
PRESENTATION ★★★

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

£19.99
DRAGON RAGE
Time
To Toast
The Bride
www.3doeurope.com
If burning and scorching aren't enough, what about stomping, crushing and tail whipping? Or try the Dragon Breath attack - nasty! Playing the part of the Dragon you have over 32 different attack and 20 special flight manoeuvres. Play individually against 40 unique enemies or go head to head with your mates.
PlayStation.2
3DO
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COMING SOON

ONLY IN PSM2 – TOMORROW'S BIG GAMES FIRST!

EXPECTED UK MARCH

EVE OF EXTINCTION

The *Smackdown!* team ditch ladders for lightsabers, and prepare to give *The Bouncer* one hell of a beating.

PSM2 FIRST PLAY

HANGING TOUGH: Josh can vault into mid-air using the pole weapon and grab on to protruding scenery.

LET'S FACE IT, your average beat-em-up character wouldn't last five minutes down the boozer. Even the most conservatively dressed scrappers put Laurence Lewellyn-Bowen to shame. If Sion Barzhad strolled into the Dog and Duck – all ski gloves and chains – the local toughs would be queuing up to give him a shoeing. So it's no surprise that *Eve of Extinction*'s Josh Calloway – sauntering onto the streets in vest, tight leather trousers and, frickin' nora, goggles – is due for a *really* bad day. *The Bouncer* might've talked a good fight, but Yuke's – developers of *Smackdown!* – are dusting down PS2's premier scrolling scrapper.

While Square's abortive epic sacrificed meaty gameplay for sumptuous visuals, *EOE* focuses on diversity – coupling wild weapons to engaging puzzling. To pique the player's emotions, dust-ups are linked by some typically flimsy plotting. Our hero Josh flees his employers Wisdom Inc, when he learns they're developing a weapon of ultimate power – the Legacy – powered by people's souls. As Josh tries to escape, his girlfriend Eliel is captured and – groan – has her soul fused to said weapon. It's ridiculous, but a great excuse to use the missus as a multi-faceted weapon of destruction.

As you progress, the Legacy grows in power and can be mutated mid-battle into swords, poles, whips and axes – increasing the diversity of your attack moves. Furthermore, the Legacy can be used to solve puzzles, used as a lasso or pole-vault to access hard-to-reach places.

The disembodied voice of your recently incarcerated missus guides you through the levels, offering advice where she thinks you need it – a bit like cyber nagging. By defeating bosses and collecting crystals, the Legacy can be powered up to unleash special attacks which are specific to each particular incarnation of the weapon. Coupled with some very impressive quicktime cut-scene events, sprawling hordes of punchy villains and devious bosses, Yuke's scrapper is the potential king of PS2's free-roaming fighters. Without an oily jock strap in sight, there's plenty for beat-em-up fans to wrestle with. **PSM2**

"THE LEGACY CAN BE MUTATED MID-BATTLE INTO SWORDS, POLES, WHIPS AND AXES"

DVD ACTION

You can experience some Obi Wan-esque goon-thumping from the first two levels of *EOE* on this issue's DVD.

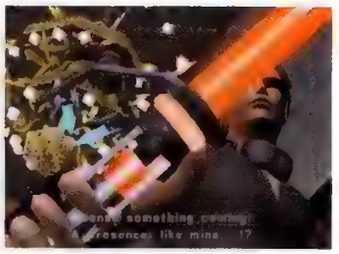
SIGN OF THE CRIMES: Simply trace the on-screen symbol for a devastating Legacy attack.

LEGACY OF PAIN

1 Tap R3 and trace the on-screen pattern to access flame walls, lightning storms and other baddy dispersing mega-attacks. And by mutating the Legacy mid-swipe Josh launches into a weapon-specific combo attack. Lethal.

STORM DRAIN: The Legacy attacks are finite, but cover a wide range and usually nail foes outright.

BEEN AND GOON: Defeat the first boss to earn these killer blades – ideal for hand-to-hand combat.



LIFE SABER: Unbelievably, your girlfriend's soul lives in the Legacy blade – there's simply no escape.

HANDS-ON VERDICT

2 There's no shortage of ideas here. The ever-expanding Legacy system is a great touch, providing essential attacking diversity – a real incentive to progress. The puzzles are welcome – if simplistic – making refreshing use of your weapons as ladders and unorthodox keys. The ability to lock-on to your foes works well and the bosses require genuine thought. Sadly, there's a feeling of woolliness in the standard combat. Blows don't connect with genuine impact, collision's a bit icky and the standard punches look, frankly, dull. Due to dubious level design, the game is forced to drop glaringly obvious clues as to your next move, spoiling the sense of exploration. The camera can be adjusted to match your viewpoint, but invariably drifts into daft positions. Unless Yuke's tighten their belt, this could fall agonisingly short of its huge potential. But if they do...

You'll love it because...

It's the game *The Bouncer* should've been

You'll hate it because...

Combat's a bit wobbly and progress is uncomfortably linear

ORIGINALITY ★★★★

HANDLING ★★★

PRESENTATION ★★★

EOE EVE OF EXTINCTION

INFO

DEVELOPER

PUBLISHER

GAME TYPE

ANTICIPATED FEATURES

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COMING SOON

ONLY IN **PSM2** - TOMORROW'S BIG GAMES FIRST!

PSM2 MOST WANTED

THE TEN GAMES WHICH PSM2'S ACHING TO BE RELEASED...

1 AUTO MODELLISTA

Yes, we know last month's footage left you in a lustful frenzy but you're just going to have to use restraint

2 SOUL CALIBUR 2

Forget deformable snow, this title'll have you covering more ground than any other beat-em-up How big?

3 STUNTMAN

Why are you here? No, seriously, why are you here when everything you want to know about this game's on pg26?

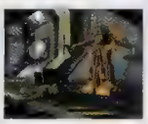
4 ONIMUSHA 2

Go see the DVD Look at this. Watch it twice. Pause it Examine each frame Visually, not much can touch it .

5 TIMESPLITTERS 2

Tease us, tease us, tease us, yeah... Oi! Free Radical! Give us a go on the multi-player, just a quickie. *Pleeease*

6 ALIENS: COLONIAL MARINES



News still thin on the ground with this one, but fresh shots of the loader from Aliens have restoked our hearth.

7 MOH: FRONTLINE

Another victim of slippage, but still one of the most requested titles from our 'born to kill' art department

8 BRITNEY'S DANCE BEAT

It's a rarity for a bemani title to cause such a stir in the PSM2 office, but Britney's had us all popping combos

9 THE THING

We've played it, it left us cold. Not in an uninterested sense, but in a deep, chilling, gusset moistening way

10 THE GETAWAY

Sony better get their act together over this one before news of *Driver 3* starts up and it gets ousted from our top 10

OUR LEAST WANTED

You can take your title and ...

MEGARACE 3

Another futuristic racer (yawn). The difference? You pilot a lamp stand this time Oh look, a fun fair lev zzzzzz

EVERY KNOWN GAME ETA

INCOMING

Your monthly guide to the future of PS2 – no other magazine brings you such a comprehensive view.

KEY

Action Adventure	AA	Platformer	P
Action Strategy	AS	Puzzle	Pz
Arcade	Ar	Racing	R
Beat-em-up	Bt	RPG	RPG
Bemani	B	Shoot-em-up	S
First Person Shooter	FPS	Sim	Sm
Fight 'Em Up	FS	Sport	Sp
Misc	M	Strategy	Str

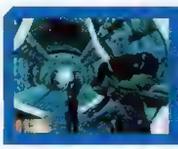
APRIL

Agassi Tennis	Acclaim	Sp
Aliens: Colonial Marines	EA	AA
All Star Golf	Midas	Sp
Arena Warrior	Midas	Bt

BLOOD OMEN 2

More of a platformer than Soul Reaver, in fact, a platformer slightly less exciting in the plot department. Hands Stroke check out our preview on pg40. Oh, you did.

Britney's Dance Beat	THQ	B
Commandos 2	Eidos	AS
David Beckham Soccer	Rage	Sp
Dionakra	Midas	A
Fireblade	Midway	S
Freakstyle	EA	R
Hitman 2	Eidos	AA
ISS 2002	Konami	Sp
Jimmy Neutron: Boy Genius	THQ	P
Lakemasters Ex	Midas	Sp
LMA Manager 2002	Codemasters	Sp
Malice	Vivendi	P
Megarace 3	Acclaim	R
Medal of Honor: Frontline	EA	AA
Mike Tyson Boxing	Codemasters	Sp
Penny Racers	Midas	R
Premier Manager 2002	Infogrames	Sp
Shadow Hearts	Midway	RPG
Soldier of Fortune Gold	Codemasters	FPS



STAR TREK VOYAGER: EF

Visually not the most striking of PS2 titles we've ever seen, but the clever plotting and Star Trek license should mean this'll pick up some trade come launch.

Sven Goran Eriksson WCC	3DO	Sp
Tiger Woods PGA Tour 2002	EA	Sp
Transworld Surf	Infogrames	Sp

MAY

Army Men RTS	3DO	AS

SPIDER-MAN THE MOVIE

Finally thwiping into action in console territories (shock!) much of the film. Let's face it, we've seen Time Hackers, we've the best webbed wonder yet.

Ape Escape 2	Sony	P
Barbarian	Virgin	Bt
Chris Edwards Aggressive Inline	Acclaim	Sp
Conflict Desert Storm	SCi	AS
Endgame	Empire	S
F1 2002	Sony	R
Need for Speed: Hot Pursuit 2	EA	R
Rally Championship	SCi	R
Red Card Soccer	Midway	Sp
Roland Garros US Open	Wanadoo	Sp
Taz Wanted	Infogrames	P
TD Overdrive	Infogrames	R
Zidane Generation	Acclaim	Sp

JUNE

Antz Racing	Empire	R
Bike: street.vert.dirt	Midway	Sp

GRAN TURISMO NEXT

Still not confirmed, but news of a platinum range, Final Fantasy at £9.99 and the arrival of Colin McRae could make more of these budget dollies.

Gumball 3000	SCi	R
Legion: Legend of Excalibur	Midway	AA
Matt Hofman's Pro BMX 2	Activision	Sp
MoH: Frontline	EA	FPS
NASCAR Heat	Infogrames	R
Prisoner of War	Codemasters	AS
Robocop	Virgin Int.	FS

SMASH COURT TENNIS PRO

After a quick bash on the demo build we're convinced. Yuke's Centre Court gave us nine-nine fun, this offers pure class.

Snowcross	Konami	Sp
Stuntman	Infogrames	R
Terminator	Infogrames	AA
TOCA Race Driver	Codemasters	R
V-Rally 3	Atari	R

JULY

Dead to Rights	Sony	AA
Destruction Derby 4	Sony	R
Final Fantasy 10	Sony	RPG
Tonka Monster Truck	Infogrames	R
Tour de France	Konami	R

AUGUST

Turok Evolution	Acclaim	FPS

SEPTEMBER

Crash	Rage	R
Curse: Eye of Isis	Wanadoo	AA
Good Cop, Bad Cop	Sony	AA
Iron Storm	Wanadoo	FPS
Twin Calibre	Rage	AA

LATE 2002

Alpine Racer 3	Sony	R
Aquaman	TDK	AA
Area 51	Midway	AA
Barbarians	Virgin Int	AA

BATTLE ENGINE AQUILA

Cogs, hydraulics and mech carnage across a whole planet... hmm, perhaps we'll offer stay in and Oblivion. But nuts would we. Give us metal.

Beach Soccer	Wanadoo	Sp
Broken Sword: The Sleeping Dragon	Virgin Int.	AA
Colin McRae 3	Codemasters	Sp
Defender	Midway	S
Dinoz	Vivendi	Sp
Dinotopia	TDK	AA
Dr Muto	Midway	AA
Dredd Versus Death	Rebellion	AA
Exo	Infogrames	AS
F355	Sony	AA
Falcone: Into the Maelstrom	Virgin Int.	AA
Freaky Flyers	Midway	FS

THE GETAWAY

No new shots, no news, no rumours that this is going to be something we'd hoped it would be. Dangerously close to falling from grace.

Ghostmaster	Empire	AA
Gravity Games	Midway	Sp
H2Overdrive	Ubi Soft	R
Halloween	Wanadoo	AA
Kingdom Hearts	Sony	RPG
The Lost	Ubi Soft	AA
LMA Manager 2003	Codemasters	Sp
Mercedes-Benz Racing	TDK	R
Moji Ribbon	Sony	B
Monster Truck 2	Ubi Soft	R
Mortal Kombat: Deadly Alliance	Midway	Bt
Primal	Sony	AA
Rocky	Rage	Sp
Rogue Spear	Ubi Soft	AS
Rolling	Rage	R

TEKKEN 4

Last month's preview has been replaced by a full review. Namco's latest beat-'em-up is a triumph and a worthy counterpart. Review next issue

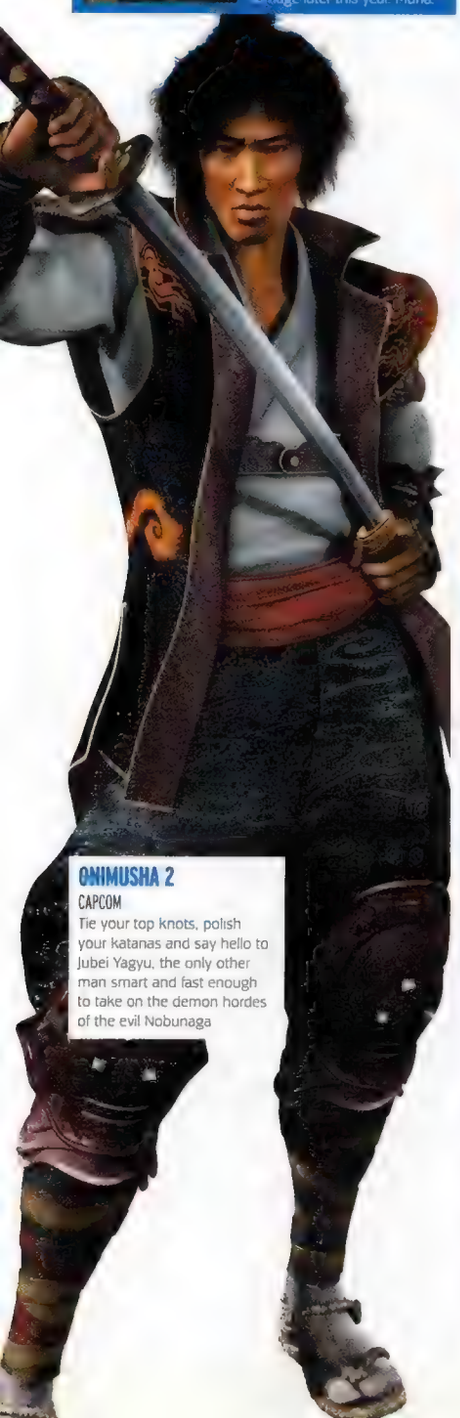
Rubu Tribe	Interplay	AA
Samurai Jack	Bam!	P
Shrek	TDK	P
Starsky and Hutch	Empire	AA
Superman	Infogrames	AA
Tomb Raider: Next Gen	Eidos	AA
Ultimate Fighting Championship	Ubi Soft	Bt
World Sports Car	Empire	R

TO BE CONFIRMED

.hack	tbc	RPG

TIMESPLITTERS 2

We're still playing it. Review next issue. Something, or some of us are, anyway. Definitely a contender for the multi-player throne later this year. Muha.



ONIMUSHA 2

CAPCOM

Tie your top knots, polish your katanas and say hello to Jubei Yagyu, the only other man smart and fast enough to take on the demon hordes of the evil Nobunaga

13	Ubi Soft	FPS
1906: Arctic Odyssey	tbc	AA
Ally of Justice	tbc	B
Austin Powers 2002	Take 2	AA

AUTO MODELLISTA

As gawps of wonder at the [illegible] Auto Modellista is confirmed for a UK release. Capcom's racer is a real beauty and we can't wait for the Japanese code.

Arc Legion	Capcom	RPG
Armored Core 3	tbc	S
Black and White	tbc	AS
Blood: The Last Vampire	Sony	AA
Bomberman Kart	tbc	R
Circus Maximus	tbc	R
Coaster Works 2	THQ	SIM
Crouching Tiger, Hidden Dragon	Ubi Soft	AA
Delta Force	Nova Logic	FPS
Driver 3	Infogrames	R
Downforce	Virgin	R
Duke Nukem Forever	Take 2	FPS
Dragon Ball Z	tbc	B
Dragon's Lair 3D	tbc	P
Everybody's Golf 3	Sony	Sp
Fatal Frame	tbc	AA

FINAL FANTASY 11

We are the world... We are the children... Square's massively multiplayer game provides the opportunity to Final Fantasise round the clock

Football Manager	Virgin Int	S
Frequency	Sony	B
Frogger	Konami	P
Galerians: Ash	tbc	AA
Galleon	Interplay	AA
The Great Escape	SCi	AA
Gunslinger	Sony	AA

GRANDIA XTREME

With Grandia 2 already [illegible] the near future. Result.

Hidden Invasion	Virgin	AA
Hot Wheels	THQ	R
Iron Eagle Max	JVC	FS
Jade Cocoon 2	tbc	RPG

JO JO'S BIZARRE ADVENTURE

Uncertain whether [illegible] up, but this is still looking nice.

Jurassic Park Survivor	Vivendi	AA
Kengo 2	Ubi Soft	AS
Kinetica	Sony	R
Mafia	tbc	AS
Monster Rancher 3	tbc	Pz
MoH: Fighter Command	EA	FS
Men In Black 2	Infogrames	AA
Mission Impossible 2	Infogrames	AA
Mini Golf Maniacs	Vivendi	Sp
MX 2003	THQ	R
Ninja Assault	Namco	S
No One Lives Forever	Vivendi	AA
Okage: Shadow King	Sony	RPG

OUTCAST 2

A vast sci-fi world [illegible] Might be worth a look.

Onimusha 2	Capcom	AA
Pac Man World 2	Namco	P
Pride	THQ	Bt
Rhapsody 2	tbc	RPG

RACE OF CHAMPIONS

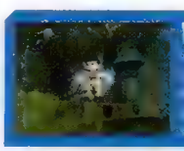
Activision's break onto the [illegible] the action larges it too.

Red Faction 2	THQ	FPS
Return to Castle Wolfenstein	Activision	FPS
Robin Hood: Defender of the Crown	tbc	AS
RLH	Interplay	AA
Saffire	tbc	AA

SCOOTY RACERS

Seen by the team as a [illegible] a few heads.

Scooby Doo: Night of 100 Frights	THQ	P
Scorpion King	Vivendi	AA
Sky Gunners	tbc	S
Seaman	Sony	AA
Snowboard Heaven	Capcom	Sp
SOCOM: US Navy Seals	Sony	AS
Soul Calibur 2	Sony	Bt
Space Channel 5: Part 2	Sony	B
Spawn: In the Demon's Hand	Capcom	AA
Speed Devils 2	Ubi Soft	R
Spin: Sprint Car Racing	tbc	R
Spyro the Dragon	Vivendi	P
Star Wars: Episode 2	THQ	AA
Star Wars Racer: Revenge	Activision	R
Suikoden 3	Konami	RPG
Summoner 2	THQ	RPG
Super Trucks	Codemasters	R
Team SAS	Rage	AS
Tenchu 3	Activsion	AA
The Thing	Vivendi	AA
Tribes 2	Vivendi	FPS
Unreal Tournament 2	tbc	FPS
Unreal Warfare	tbc	FPS



VEXX

[illegible] cutcries of evil night dwellers.

Virtua Tennis 2002	Sony	Sp
Virtua Cop 1&2	Sony	S
Virtua Golf	Sony	Sp
Wild Arms 3	tbc	RPG
Wizardry	tbc	RPG
World Rally Championship 2	Sony	R
WWF Raw	THQ	Sp
Xenosaga	tbc	RPG

Incoming is your complete guide to the future for your PS2. The release dates are correct to the best of our serious knowledge as we went to press. This listing is updated every issue - but please, don't give us a hard time about slippage, canning and alterations.

DEVELOPER CONTACTS

Think their game's great? Or just a bit cack? Tell these people as soon as you can...

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SPEARS ON TAP!

Spotting one corner of the market that she hasn't already conquered, Queen Britney's charged in with the grooviest bemani experience since *PaRappa*. Just one thing, though – you can look, but don't touch.

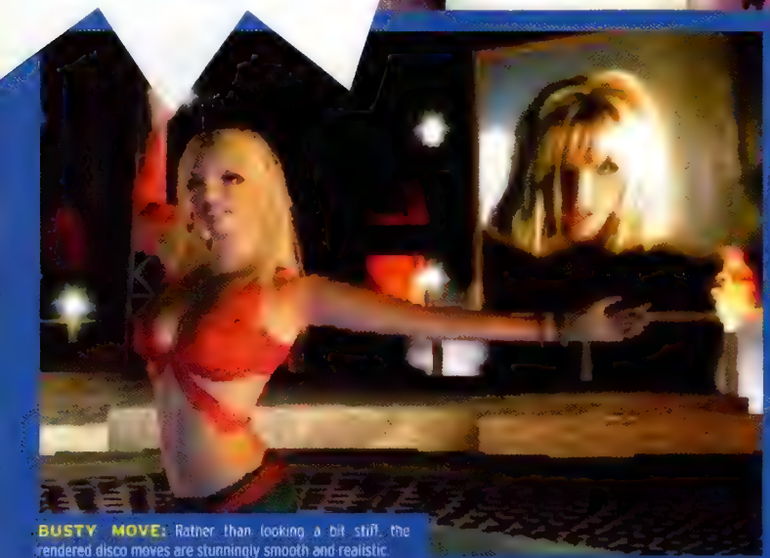
It's fair to say that we've all been stung for £40 by crappy, boshed-out licenses in our time. The SNES and Mega Drive were neck-deep in half-arsed, half-finished platformers based on four or five-year-old films starring Tim Curry *or something*. But now things are alright. Everything's cool. We're not that innocent anymore. Do you see? The sauciest ex-Mouseketeer on the planet's teamed up with Wrestlementalists THQ to bring herself alive on PS2. And she polygons up a treat. No, believe us – *Britney's Dance Beat* is actually really smart junk-food fun. Just take a look over the page...

BRITNEY'S DANCE BEAT

"MARGARINE-SMOOTH ANIMATIONS, HEEL-DRUMMING TUNES"

KEEP BRITNEY TIDY: La Spears turns up at random points during your dance-off to show you how it's done.

Brit's game is being jerked into life by Metro Graphics, the dudes who created the ace *Bust-A-Groove* for PSone and its so-so sequel. *BDB* bounces about on similar foundations – margarine-smooth animation, heel-drumming tunes (five or so original Britney tracks, including Baby One More Time, Oops! I Did It Again and I'm A Slave 4U are likely to make it into the final mix) and a frantic two-player challenge.



BUSTY MOVE: Rather than looking a bit stiff, the rendered disco moves are stunningly smooth and realistic.

This is one of those rare games – an experience that draws in both non-gamers and hardened *Maximo*-heads alike (you know who's always going to win in a face-off though...). It's one of those games where it's probably more fun to kick back and watch two other people going head-to-head, taking the time to soak up the silky motion-capture rather than gripping a pad trying to nail the combos yourself.

ENRIQUE'S A LAZY ARSE: If you don't hold your own against your opponent they'll take over and steal the show.

"DRAWS IN BOTH NON-GAMERS AND HARDENED MAXIMO-HEADS ALIKE"

SMUTTY AND SWEEP: Bust out those suggestive moves by keeping up with the meter.

The game handles like most other rhythm titles – the music spins, you hit the beats with a button. It's not really *dancing*, it's Simon Says-style pad hammering. But instead of tracking the beats and corresponding button symbols along a bar, *BDB* throws up a neat alternative – a circular meter. It's like a clock face, with a 'second hand' revolving at the tempo of the music and sweeping over ⊗, △, ○, □ symbol (outer circle) and D-pad directions (inner circle). As youd expect, you need to hit the indicated buttons as the marker touches them. To start with they'll be individual buttons, but as things pick up they'll be stacked-up combination pairs of action button and D-pad moves.

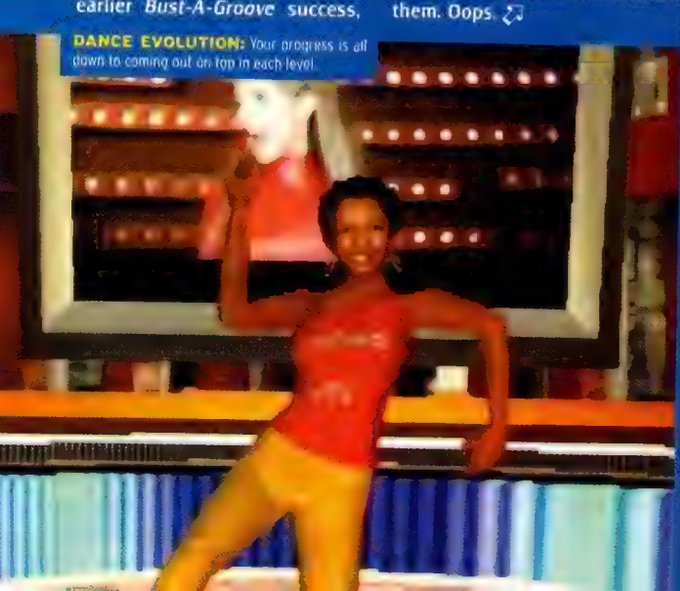
BRITNEY'S DANCE BEAT

SHADOW TARTS: Stuff up the meter of your rival by sending over a dark cloud of tough combos.

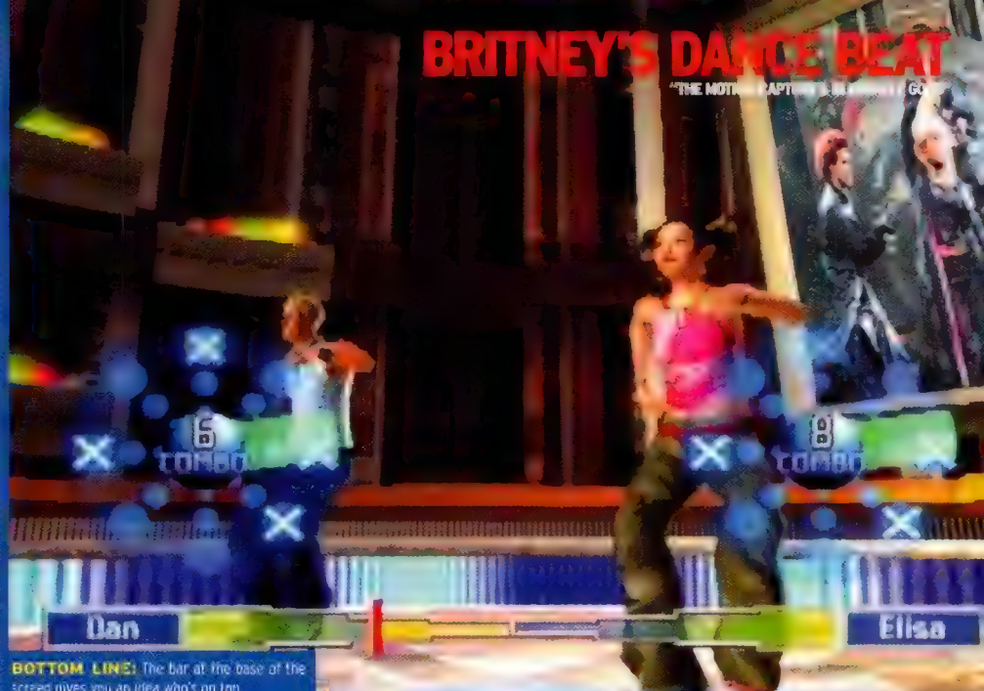
The thing about *Britney's Dance Beat* is that you don't get to play with Britney. The Pepsi-swillin' squeal-muffin only jigs her world-class bones at cutaways during the single player Audition mode – you can't control her. So cleanse that filthy mind. Instead, you choose your character from one of six dancers, ranging from Elisa, a young cargo-panted beauty who's already a hit with those that've played the game, to tattooed vest-boy Enrique. The ultimate goal's to beat off the range of computer-controlled opponents to become a member of BJ Spears' dance troupe on her upcoming tour.

"A BLOOD VESSEL-BURSTING BRAIN-MESS OF MULTIPLE, CONFUSING COMBOS AND CROTCH-HOT DUALSHOCKS"

Like other top-drawer dancing games, things start off laid back and velvety but soon accelerate through frantic to a blood vessel-bursting brain-mess of multiple, confusing combos and crotch-hot DualShock 2s. To win you need to build up combo points, and in a nod to their earlier *Bust-A-Groove* success, Metro Graphics have included a filthy attack feature. Crack off a 20-point combo and a 'shadow' flies out from your meter into your opponent's. This can send 'em for a Burton, as it changes their next anticipated symbol to a different one *just* as the meter hand's about to reach them. Oops.

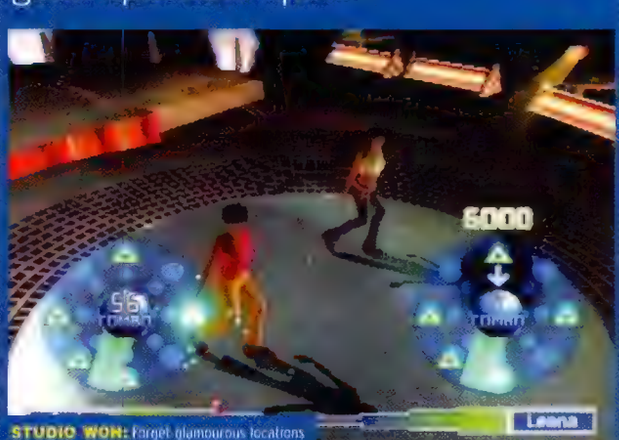


DANCE EVOLUTION: Your progress is all down to coming out on top in each level.



BOTTOM LINE: The bar at the base of the screen gives you an idea who's on top.

Background-wise, things aren't super-detailed, with dance venues ranging from a dark Pop Idol-style set, to a sea-blue water-themed pad. Each of these comes with a video screen as part of the furniture, though, spewing various Britney promo flicks into your eyes – which is why this makes such good spectator sport.



STUDIO WOH: Forget glamourous locations for the early auditions – it's just you in a barn.

As we've mentioned elsewhere, the motion-capture's blindingly good, with the characters jumping around like House of Pain. The dance moves aren't as OTT as those in *Bust-A-Groove* – you can view this as either a minor negative point or a major plus, with the classic Britney eroto-pop-jerks keeping it more real and flowing. Being able to pick out BJ's trademark vogueing and head snaps more than makes up for the lack of variety in the dance styles.

VIDEO KOJIMA: It's all for a moment of glory as one of Britney's dancers. What a prize.

CUT SOME RUG: The further you go, the funkier your surroundings become.

You won't be just sat there absent-mindedly thumbing a sweaty analogue nipple while she pouts and rolls out that nasally feline "Uuuuraaayyy" thing she does so well. No. There's a really rather impressive interactive camera thing going on, where you can razz about the place while she runs through a live performance. THQ have got together with US company Enroute, whose FirstPerson technology – an immersive video system which gives you 360° camera control, allowing you to zoom in and spin around while everything's in full motion – to ensure that Britney fans are getting some truly unique concert action.

Once you've beaten all the CPU-controlled rivals in the single-player game, you unlock 'secret' footage of Britney stage performances – each character giving you a different clip.

Britney Jean Spears' PS2 debut rocks our freakin' world. Her game's destined to be the biggest selling in the history of humankind. Best be getting in on the act early, then – don't miss next issue, where we'll be bringing you much, much more exclusive stuff!

PLAYSTATION 2 MAGAZINE

PSM2

REVIEWS

THE ESSENTIAL VERDICT ON EVERY NEW RELEASE レビュー

SOMETIMES WE GET THROUGH TO DEVELOPERS IN THE PREVIEW STAGE... AND SOMETIMES WE DON'T.

If your name was Kevin: Son of Kevin Senior, the Thickening... 2, you'd be forgiven for spending time on your own and always having long labels hanging out of your gym trolleys at school. Similarly, if you were called Wibbly Dibbly, you'd consider an invite to a social function a freakin' miracle.

When developers aren't taking up valuable space in our mag with colons, semi-colons and demi-quavers, they're creating games that aren't *meant* for kids, but sound like something you'd ask for if your vision was still inverted and you could make it into a Tesco changing room without security being called. When we say *Herdy Gerdy* isn't meant for kids, that's their words not ours.

Similarly, we're constantly under a drift of letters from readers complaining about sequels. Fine, we say. If, like the brilliant *Knockout Kings 2002*, they've taken note of the criticisms levelled at the original, improved it and delivered a stonking game, we're happy. Otherwise – not mentioning any names, but *Atlantis 3*, look at you, you're a feckin' *disgrace*... stop shuffling – you can only hold your hands up and agree.

You're the ones with the money. *You* decide if a game becomes a million seller or a leper. We can only help. Be wise. Together we'll win. **PSM2**

PSM2'S MANIFESTO

PSM2's REVIEWS ARE: Analytical, delving, comic, critical, informative and, above all, bang on the money. If you want to know exactly where your cash should go, look no further than these pages.

PSM2's REVIEWS AREN'T: Lacking integrity, flabby, overly sensational, oblique and scored to appease anyone within the games industry. If you want a blinkered perspective on the global market, look elsewhere.

REVIEWERS レビュー

PLAYING PS2 LONGER, HARDER, FASTER THIS ISSUE:

The world's most knowledgeable and outspoken PlayStation 2 fans.

DANIEL DAWKINS

- **SPECIALIST IN:** Driving, Sports, RPGs, Shooting
- **HAVING FUN WITH:** Knockout Kings 2002

Gutted by the negative response to his 'pocket rocket' from the European Space Agency, our Dan's had to respect the restraining order. It's the *law*, Dan

DUNCAN BAIZLEY

- **SPECIALIST IN:** Footy, yawning
- **HAVING FUN WITH:** Vampire Night

The thinking man's Forrest Gump caused chaos with his own unique brand of 'interior exhibitionism'. Water feature. That's all we're saying

JONATHAN BRYANT

- **SPECIALIST IN:** RPGs, RTS
- **HAVING FUN WITH:** No One Lives Forever

Some seriously ill-judged spread bets and a sickening accumulator on cock fighting and the Queen Mother's forced Jonnie to *seriously* economise

ALEX COOKE

- **SPECIALIST IN:** Leathers
- **HAVING FUN WITH:** Star Wars: Racer Revenge

No idea who he is. Said he was a mate of Dave's – swanned in, polished off Joel's Battenburg and got Marcus up the duff. Nice bloke, though. Like 'im

RICHARD OWEN

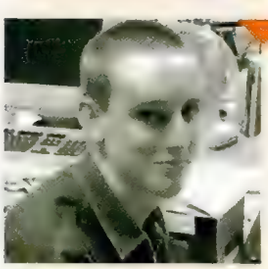
- **SPECIALIST IN:** Platformers, Sporting Extremities
- **HAVING FUN WITH:** Dark Summit

"Carry me. *Pleeeease*..." Generally we don't invite outsiders to our weekend spit-and-run rambles, and after Sunday that rules getting its own gumboots

DAVID HARRISON

- **SPECIALIST IN:** Footy, cash from chaos
- **HAVING FUN WITH:** Worms Blast

Dave still believes they put the ingredients on luncheon meat so that he can buy the one tin, then knock off his own brand on the sly. Shame, isn't it?



JAMES WHITE

- **SPECIALIST IN:** DVDs and waving
- **HAVING FUN WITH:** AI: Artificial Intelligence

We'd like to bang on about James bleeding himself dry with HP repayments on a car with only two doors. But we can't, because he's sound

MAIL US NOW!

E-MAIL: PSM2@FUTURENET.CO.UK

PSM2's team of reviewers play games more than any other mag. We don't shuffle through the first level, then present you with some vague mark out of five. But sometimes you won't see eye-to-eye with us. So get in touch.

PSM2, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW

›THE DEFINITIVE VERDICT

WHY PSM2 REVIEWS ARE THE BEST YOU'LL READ!

We love games, but won't resist caving a shabby game's face in – stick with PSM2 to get the best buying advice around.

BEST SCREENS:
We've captured the most dynamic images from the games, with all the levels and views you need to see. They're the best shots you'll clap eyes on!

PASSIONATE OPINION:
PSM2 reviewers squeeze every ounce of detail out of a game, and tell you everything you need to know. Our reviews are as entertaining to read as the best games are to play.

IMPACT POINT:
Here you'll see the defining moment in the game that convinced your PSM2 reviewer that this is a shiny blue disc you should run out and buy or just leave on the shelf.

VERDICT BOX:
A chunky, comprehensive summary of the game. You'll find out what the best and worst features of the gameplay, graphics, sound and lifespan are, as well as getting a score out of 100. We feel this is the most useful way of indicating the game's quality, rather than some oddball score out of, say, 30.

INSIGHT:
Here you'll find amazing facts about the game and its developers, carefully selected by the PSM2 reviewer to give you a deeper understanding of the title. Or make you laugh.

GAMER'S CHOICE:
Your essential guide to how the game compares to others in its genre. These will be PS2 games where possible, but due to the system's ability to play all your old PlayStation discs we'll also compare the new games with the classics...

ALL THE INFO YOU NEED:
Crammed with every useful fact about the game, you'll find everything here – from how many players it supports to how many levels and playing modes you can expect. For Japanese discs, we'll also give you a guide to how impenetrable the text is. Neat, no?

›HONEST AND ACCURATE

PS2 REVIEWS

We review every last PS2 title from around the world – from Japan, America and Europe. Some of these titles that appear in an NTSC format will occasionally not make the transition to PAL and'll only be available on import for use on Japanese or American machines. Each review is clearly marked with its country of origin and, where possible, we always re-review PAL versions of games we've covered on import.

If you're looking for a review of a game that's available to buy, and it s not been included in the mag, approach it with extreme caution. Usually this means that whoever distributed it would rather you coughed up the money first and found out that it was absolute arse later. Rely on PSM2 to help you spend wisely.

›HONEST AND ACCURATE

DVD REVIEWS

Every month PSM2 teams up with *Total Film* magazine to review the best of the month's DVDs. We treat extras as a bonus and base our scores largely on the film's quality.

›HARD-HITTING

THE PSM2 SCORING SYSTEM:

PSM2 WARNING!

0-29 Shoddy stuff. A game in this category is so bad, *well*, it's just laughable really...

30-49 Possibly fun in the short term, but there're some serious faults in the game's design.

50-69 50 is considered 'average' in PSM2 (unlike some other mags). You can trust our scores.

70-84 An entertaining game that *just* misses out on being something big. Highly enjoyable, though.

85-89 What are you waiting for? If a game gets a score in this category, you really ought to treat yourself. You won't be disappointed – PSM2 highly recommends it, and that's the only endorsement you need...

90+ An unmissable gem which should feature in the game collection of everyone reading PSM2. It's a supreme example of its genre and pushes your PlayStation 2 in every respect. You must play this.

DON'T MISS THESE:

PS2 REVIEWS

HERDY GERDY 054

Knockout Kings 2002 058
Vampire Knight 060
Shadow Hearts 062
Sled Storm 2 064
GoDai 065
Pirates: Legend of Black Kat 065
No One Lives Forever 066
Dark Summit 070
Tiger Woods PGA Tour 2002 072
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Sunny Garcia Surfing 073
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Star Wars: Racer Revenge 076

ABSOLUTE PS2 084

DVD REVIEWS

AI: Artificial Intelligence 080
Moulin Rouge 081
Enemy of the State 081
Spaced: Series 2 081

OUT UK NOW

HERDY GERDY

"ASPIRATIONALLY, IT'S THE PS2 ZELDA"

Can anything match the excitement and frustration of penning *real* stubborn animals? And is it a good idea to try?

ONE MAN AND HIS DOG: Joel Snape

CAN'T POLISH A HERD: The herding bar makes the same noise whether you're penning or losing animals. Confusing.

Bells. That's what sums up *Herdy Gerdy*. The environments are some of the most lavish on PS2; hand-painted textures combining with incidental details and the twitter of birds to create a living, breathing world. It's populated with an entire ecosystem of animals who respond to you and each other in malleable but realistic ways. Then, someone, somewhere along the line decided that none of this actually made an involving enough game. So they filled it with collectable bells.

The thing is, *Herdy* doesn't entirely know what it wants to be. Aspirationally, it's the PS2 *Zelda*. Realistically, it's closer to *Lemmings*. Except that simply prodding animals in the right direction clearly wasn't *epic* enough for Core, so they've thrown in a handful of puzzles. Puzzles which, for the most part, wouldn't overly tax – or entertain – an inquisitive six-year-old. So, for instance, you've got a bear blocking a cave entrance. You've just led a bee out of the enchanted daisy patch, and he wants to know how to thank you. Bees... bears... honey, erm... on to the herding, eh?

Herding, it turns out, is the most important thing in Gerdy's world. We'll skip the convoluted plot – but suffice to say, the grinning little scamp has to become extremely good at poking animals into pens as fast as possible. Except that in order to do this, he's got to deal with an entire food chain, all of them trying to eat each other or fling themselves off cliffs. Doops are the most basic, and go where they're chased. Gromps eat pretty much everything, chase Gerdy – it's the only way of trapping them – fight each other, and go nuts at the sound of the herding flute. Bleeps follow the flute, scarper if you blow the horn, and like jumping off cliffs. As each animal's introduced, playing them off one other becomes an▸

BRING OUT THE GRIMP

At times, the herding action goes a touch Steve Irwin, as Gerdy's got to put himself in danger to direct the animals. Gromps are pink, fluffy, and slap him across the level. Grimps are a bit more ominous – keep them entertained with lilting flute music, or they'll chase, surround and shred Gerdy with their shadowy claws, leaving the screen ominously blank. Y'know... for kids.

DOOP LOOKS LIKE A LADY: They don't even try to run from death, it's very disheartening.

GRIMP BIZKIT: Yes, he's got stars around his head *now*, but how d'you explain the fact that he suddenly teleports elsewhere in the level? Hmm?

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Core Design
- **PUBLISHER** Eidos
- **GAME TYPE** Action Strategy
- **PRICE** £39.99
- **EXTRAS** 1 Player, DualShock 2, Memory Card

DETAILS

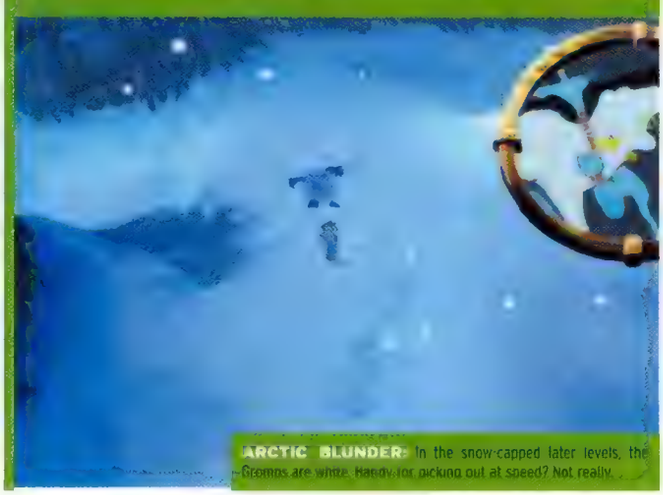
- 12 different creature sets, each with their own behaviour patterns.
- 35 environments.
- Surround sound.
- Thousands of bells – the set for 'hidden secrets'.

PAINTS ALIVE: Look at those textures. Hand-painted, the lot of 'em. Not that you'd notice at full pelt away from a Gromp.

SEEN BUT NOT HERD

Imagine you're in a bath. A deep, hot bath. With whale calls and waves gently groaning in the background. And candles all around you. And a nice cup of camomile tea resting on the edge. Mmm. Then, without warning, your booze-woozy flatmates kick the door in, chuck a bucket of cold water over your head, and sing Do You Really Like It at full blast. That's *Herdy Gerdy*'s camera system.

GROMP AND CIRCUMSTANCE: In the close-up view, you'll often end up running out of the screen – aaaahrrgh.



ARCTIC BLUNDER: In the snow-capped later levels, the Gromps are white. Handy for picking out at speed? Not really.

▶ increasingly tricky balancing act. With only one small problem.

See, the animals all behave realistically – and as anyone with a cat'll attest, realistic animals can be a pain in the arse. The herd dynamics mean they mill around, wander off, get separated from the pack – just as in nature, there are no absolutes. Unfortunately, this lack of precision doesn't lend itself to a puzzle game.

Where *Lemmings*, say, benefits from pixel-perfect certainties – if you put a blocker *there*, they walk over *there* – *Herdy*'s a more meandering affair. Has that Gromp heard your horn? Are those Honks too close? It's impossible to guarantee accuracy, so you'll invariably opt for the safe, laboured solution – penning the Gromps, then the Doops, then the Honks – rather than a burst of nerve-testing creature-management. As the levels get more sprawling and complicated, it's ever more upsetting to be slapped across the level as your herds become Gromp fodder. In the timed challenges, it's absolutely infuriating – a single misplaced Doop means failure, and seeing one plop into the river's heartbreaking. Conversely, it's possible to argue that the animals aren't realistic *enough*. They don't struggle when they're about to die, look worried or happy – even the Lemmings squealed when you hit the Armageddon button.

Adding to the confusion, there's always the chance that the camera'll suddenly lurch around to obliterate your view. A swathe of camera options try to minimise the damage, but when you *really* need them to work – when your Bleeps are teetering on a cliff edge – they won't. It doesn't matter that you can rotate the camera, click into bird's-eye herd cam or flick to first-person – there's no guarantee that the screen won't suddenly be completely obscured by an enormous tree. This'd be bad enough in itself – but you've been lulled into this gentle, cartoonish woodland nirvana, full of fluttering butterflies and chirping birds, and then *that* happens. Still, on to the *Zelda* bits, eh?

Again, *Herdy* can't quite decide how to handle the plot. Rather than take a risk populating the game with interesting, funny characters, it goes the *Jak and Daxter* route – a set of tried 'n' tested identikit RPG stereotypes. Arrogant elf, surly blacksmith, wacky grandma, cute-but-shy love interest – it's hardly imagination-busting. A word about the dialogue while we're on the subject – how realism-enhancing is a line like 'Don't forget,

"THE ENVIRONMENTS ARE SOME OF THE MOST LAVISH ON PS2; HAND-PAINTED TEXTURES COMBINING WITH INCIDENTAL DETAILS TO CREATE A LIVING WORLD"

INSIGHT

That name's not to be confused with a 'hurdy gurdy', a musical instrument described as a stringed bagpipe by aficionadoes.

FLUTE FIRST: Cleverly, Gerdy's flute blends with the individual level music. One of the game's more calming touches.

DON'T LOOK BACK IN ANGLER: You *think* penned Doops are safe, but then the Gromp pulls out a fishing rod. Gnnk.

SPRINT IMPERIALS: Here, Gerdy's togged up in his special gloves and jumping boots. Won't help if he gets caught, mind.

"IT'S NEVER IMMERSIVE ENOUGH TO WORK AS A SWEEPING ADVENTURE, BUT ITS PRETENSIONS MAKE IT TOO RAMBLING TO FEEL LIKE ANYTHING ELSE"

that's your Grandmother's house over there'? Wouldn't you already *know*? But anyway.

As you progress, you earn extra items allowing access to previously unreachable areas. Once you've got the scuba suit, for instance, you can swim, making herding wayward Honks much easier and allowing certain levels to be completed perfectly. An interesting side-effect of this – coming back to them for a second – is that those bells *can't* all be collected on each level until you've got every item. And since, if you don't grab the lot, they regenerate when you return to a level, there's absolutely no point in trying to collect *any* bells until you've finished the rest of the game. Which, if you think about it, reduces them from interesting asides to tacked-on irritation. Tch.

Herdy's never immersive enough to work as a sweeping adventure, but its pretensions make it too rambling to feel like anything else. With tighter levels and more emphasis on the herding, it'd be a good, if not excellent, puzzler. As it is, you're left with a game that tries to be like a Disney film but leaves out the wry humour that makes them appealing for all ages. A game that invites you into its world, then has short-sighted moles going on about game saves and the 'main menu'. A game that tries to do something different, but then cops out and leaves bells lying about all over the place. PSM2

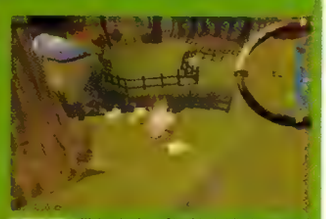
THE HERD IS THE WORD

Animals. If they were easy to control, Mark O'Shea wouldn't have a job, lion tamers'd be boring and the PSM2 team would have that army of cows we always wanted. *Herdy*'s critters act much like the real thing – meaning there're occasions when you'll genuinely despair at their inability to do the simples... no, not there, no, you'll drown if you... no, don't go *that* way... gyaaargh. Let's meet them, eh?

DOOPS: Stupid. Drown and fall easily. Highly edible. Annoyance factor: Coaxing an eggshell through a minefield with a hairdryer.

GRIMPS: Indestructible. Aggressive. Stupid. Annoyance factor: Being followed around a club by an unattractive girl/boy.

GRIMPS: Malicious. Fun-loving. Potentially fatal. Annoyance factor: Being the magician at a artificial colouring-fuelled children's party



HONKS: Water-loving. Stupid. A bit like ducks. Annoyance factor: Taking all your nieces and nephews on a trip to the zoo

SLEEPS: Like Lemmings. Except flicatier. Prone to dancing. Annoyance factor: Spelling out your name with iron filings and a magnet.

ANTS: Taunt Gromps, but never do anything else. Annoyance factor: None. You actually don't really need to herd them at all.

FLOCK WATCHER'S CHOICE

1 **ICO**
A similarly tranquil experience, with only one pale girl to look after.

2 **HERDY GERDY**
Lovely, aggravating and unfair. In no particular order. A labour of love without the focus to be an essential buy.

3 **THEME PARK WORLD**
'Herd' consumers towards drinks machines with careful roller coaster placement.

PSM2 VERDICT

GAMEPLAY
+ The open-plan herding sections are a gentle joy
- Everything else is faintly annoying

GRAPHICS
+ Cel animation and lavish backdrops combine beautifully
- ...when they're not entirely obscured by a stupidly-angled tree

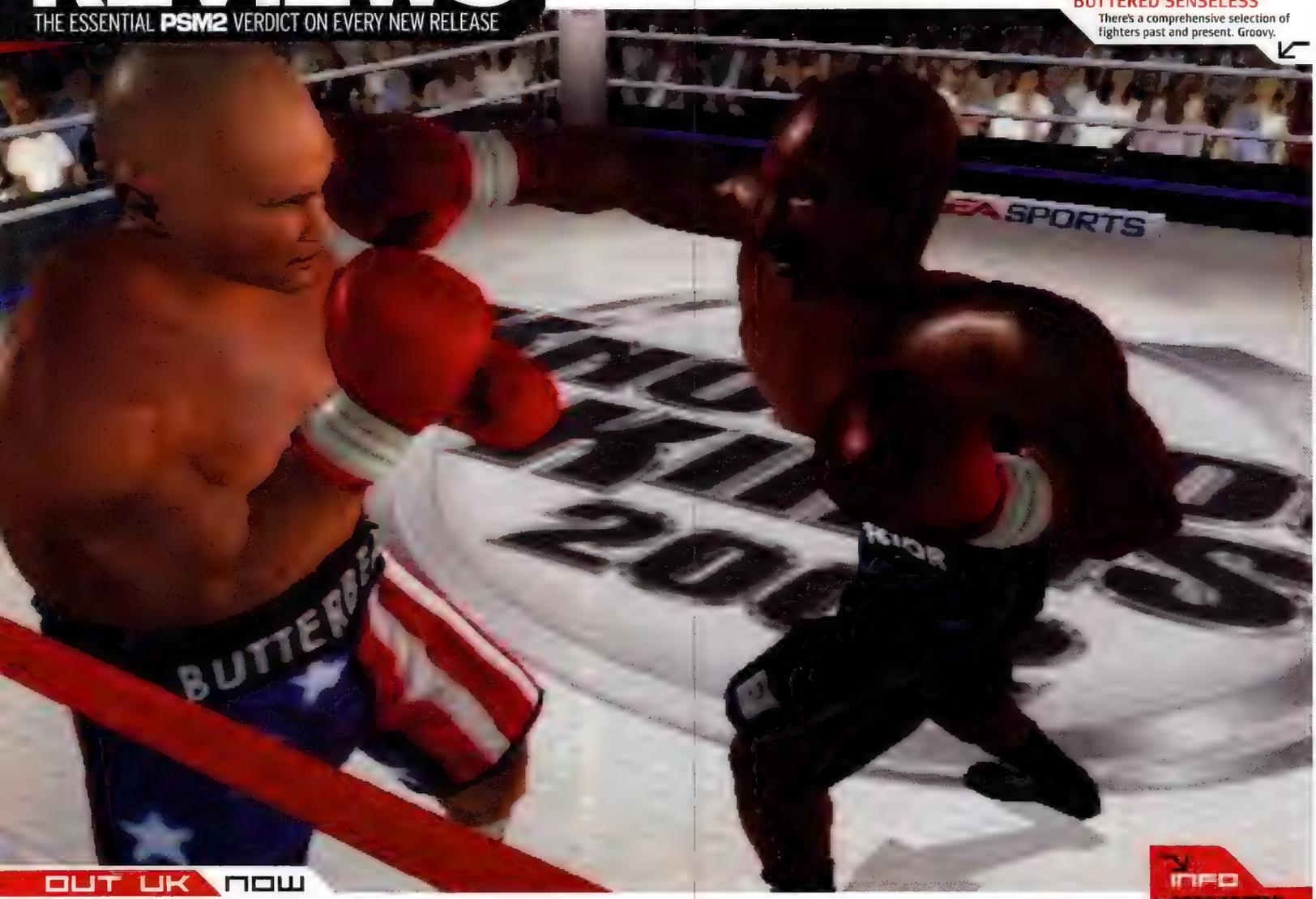
SOUND
+ The Gromp-herding tune never stops being catchy
- The incidental music gets slightly repetitive

LIFESPAN
+ Perfecting every level ought to keep you busy.
- But where's the incentive to bother?

OVERALL
Ambition without direction's a waste of time – and though *Herdy*'s got a lot to recommend it, glaring flaws keep it from greatness.

69

SHEEPISH



BUTTERED SENSELESS
There's a comprehensive selection of fighters past and present. Groovy.

OUT UK NOW

KNOCKOUT KINGS 2002

EA's raging bull weighs in leaner, sharper and bloodier than, er... last year's.

REVIEWER: Daniel Dawkins

Before boxing descended into farce, the prospect of two men bludgeoning each other seemed *exciting*. It isn't that long since Chris Eubank defined panto-villainry and Nigel Benn was better known for mangling people's faces rather than their ears. Fights were genuine 12-round Rocky-shaming scraps, not stage-managed mismatches with the cod-menace of WWF. Recognising the perils of modern pugilism, *Knockout Kings 2002* ducks the stodgy, simulation feel of its predecessor and emerges with an invigorating arcade punch.

This is boxing as it should be, ruddy-cheeked, menacing and fiercely smart – capturing the eye-watering thrills of Sly Stallone's heart-on-sleeve, air-punching heyday. At its most exhilarating, in the heat of a two-player battle with punches storming in like El Niño, you'll be unconsciously ducking every blow and spitting teeth with each thundering impact. Blink, and this could almost be an EA Big title.

"THE EYE-WATERING THRILLS OF SLY STALLONE'S HEART-ON-SLEEVE, AIR-PUNCHING HEYDAY"

BRA BRAWL: The stadiums are based on authentic venues, with reasonably animated crowds and great atmospheric touches.

It's almost as if – get this – *EA are listening to us*, culling the flabby excesses of the original and shamefully appropriating the best bits from PS2's competing brawlers. The accurate licensing and trademark glitz remain, but with a refined combat system, enabling subtle dodges and feints like the almost-great *Victorious Boxers*. Better yet, the Career mode's been sparring hard, ditching the novel but cumbersome training mode and introducing a *Ready 2 Rumble*-style cartoon collection of boldly-defined scrappers with unique characteristics and styles.

Fans of the original needn't despair – the controls feel familiar. The left Analogue stick is highly responsive, creating a flexible range of shimmies and lunges. A light nudge edges your

INFO
- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  EA Sports
- **PUBLISHER**
  Black Dot
- **GAME TYPE**
  Boxing
- **PRICE**
  £39.99
- **ESSENTIALS**
  2 Players, DualShock

DETAILS
- Quick Start, Exhibition and Tournament modes, with over 30 boxers spanning three weight divisions
- Commentary from Larry Michael and Max Kellerman, with refereeing by Mills Lane and Richard Steel
- Ten venues, including Wembley Arena and Roppongi Palace

IMPACT POINT

Round Seven: the fighters are bloodied and bruised, the DualShocks thumping out of your palms. Amid a furious flurry of punches someone strikes a perfect uppercut, sending their opponent crashing to the canvas. The exchanges reach such comedic frenzies, you'll swear the boxers are superhuman.

THUMPY OLD DODGER: Light flicks of the left Analogue stick cause your fighter to swerve and prime for a counter-punch.

boxer forward, a double-tap causes them to swerve violently. By combining these movements with the traditional punch buttons, boxers can weave, jab and torture their foe – electing to dance around like Ali or thunder in like George Foreman. Your fighting style can be uniquely tailored to suit your personality.

Blocking's more instinctive – and realistic – than ever. Tapping L1 raises your guard for a split-second, rather than permanently, so you can't just hide in the corner and soak up blows like a sponge. It takes real timing to counter an opponent's attack and judge the right moment for a return flurry. By holding R1, your jabs and hooks become slower, powerful uppercuts to inflict maximum damage. Thanks to the intelligent controls, fights are inevitably blood-soaked chess matches with each boxer trying to outmanoeuvre the other, alternating between frenzied jabbing, calculated killer blows and off-putting fakes. You can even taunt your opponent with a variety of chin-jutting, bum-shaking pysche outs.

The computer AI's terrific. Boxers look and – crucially – act like their real-life counterparts. Muhammad Ali dances along the canvas flicking impudent, relentless jabs, while Lennox Lewis hangs back, sagely soaking up punches and looking for killer blows. There's a wide range of stars – past and present – enabling you to settle traditional pub debates in digital livery. Sugar Ray Robinson or Oscar De La Hoya? You deliver the verdict.

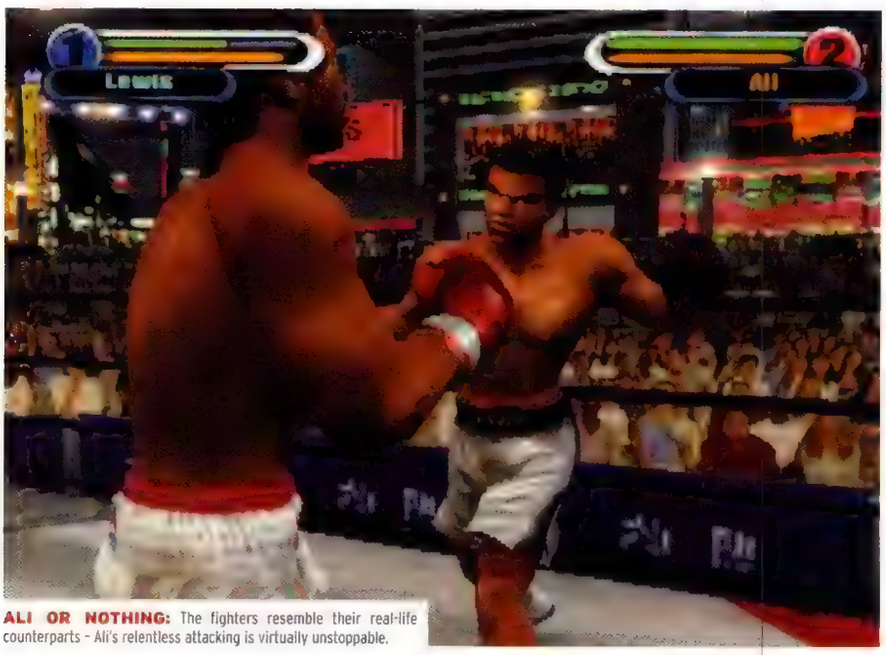
The Career mode lets you build a fighter from scratch – juggling attributes and hairstyles – to compete for the World title. Progressing from your dusty gym to Caesar's Palace engenders a genuine sense of pride and attachment. Your foes vary from the sublime to the Mexican-tache-sporting ridiculous, but all require a unique set of tactics. Fatties start menacingly, so you've got to sit tight and wait for them to flag, while dancers frustrate and need to be cornered. By the time you reach the final confrontation with Ali, you'll have perfectly honed your skills.

"DUCKS THE STODGY FEEL OF ITS PREDECESSOR AND EMERGES WITH AN INVIGORATING ARCADE PUNCH"

The biggest disappointment stems from the nature of the sport – once you've nailed the tournaments, you'll eventually tire of whacking people. More frustratingly, there're still some problems with the replay animations. You'll ogle in disbelief as an uppercut misses your opponent by the width of the M25, makes a noise like an exploding firework factory and causes your opponent to fall, ooh, a few seconds later. It's a shame, because the rest of the game – all thumping bass, gorgeous animations and rich stadia – looks so professional.

At the Judge's decision, it's clearly the best boxing game on PS2 – effortlessly combining arcade-style, artery-boiling thrills with studied accuracy and tactics. In fact, in two-player mode, it's *almost* as good as any beat-em-up on PS2. Conclusive proof that boxing may be down, but certainly not out. **PSM2**

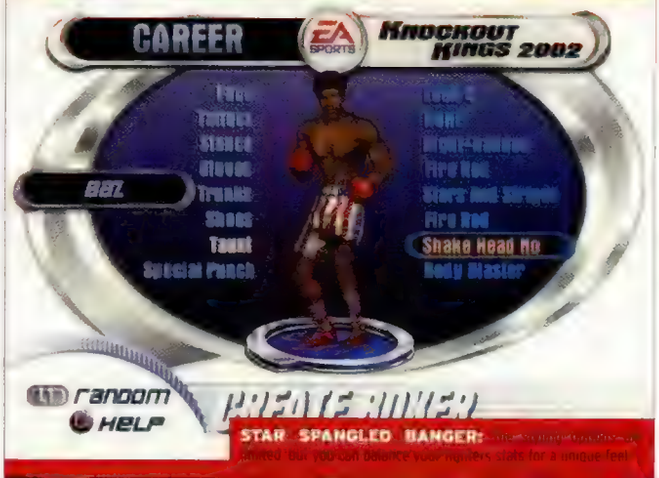
Start training for a March 22nd showdown.



ALI OR NOTHING: The fighters resemble their real-life counterparts - Ali's relentless attacking is virtually unstoppable.

TIER CAREER

The Career mode lets you create with a slightly limited choice of wigs, shapes, colours and styles to create the ultimate fighting machine. By carefully juggling your stats, you can create powerful sluggers, all-rounders or whippet-like dancers. Win 15 increasingly tough fights to earn stats and claim the World title. No, you can't make Mr T – the acid test of any character creation mode – but we rumbled along fine with a dandy model of Apollo Creed. Star spangled shorts an' all.



INSIGHT

Muhammad Ali beat George Foreman to win the World title in 1974's legendary 'Rumble in the Jungle', but Foreman returned a phenomenal 20 years later – aged 45 – to reclaim the crown from Michael Moorer.

LA MOTTA'S CHOICE

1 **KNOCKOUT KINGS 2002**
A ballsy all-rounder, combining relentless punch-drunk thrills with the quick mind of a Las Vegas card-shark.

2 **READY 2 RUMBLE: ROUND 2**
Exaggerated special moves and cartoon cast.

3 **VICTORIOUS BOXERS**
No license and woeful cut-scenes but the action's fearsomely intelligent.

PSM2 VERDICT

GAMEPLAY
+ Instinctive analogue controls, furious thrills
- Maybe *too* intense – fights wear on

GRAPHICS
+ Great boxer likenesses and animations.
- Cardboard crowd, sloppy replay collision

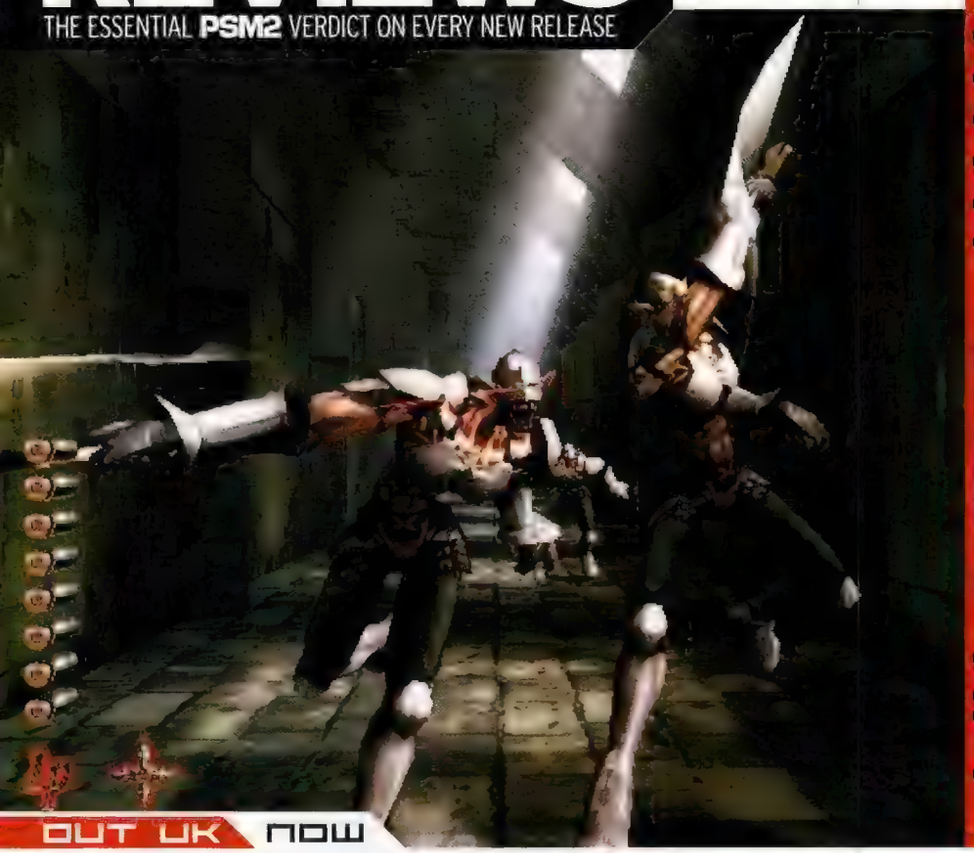
SOUND
+ Moody beats and satisfying crunchy thwumps
- Mumbling commentary

LIFESPAN
+ Career mode hides tactical depth.
- It's all hit, hit, hit.

OVERALL
A universally appealing game combining arcade thrills and simulation depth. The closest you'll get to being Ali.

83

ROYAL



OUT UK NOW

VAMPIRE NIGHT

The creators of *House of the Dead* and *Dynamite Cop 2* raise the stakes of the lightgun game, with this Nosferatu-nobbling shooter.

REVIEWER: Duncan Baizley

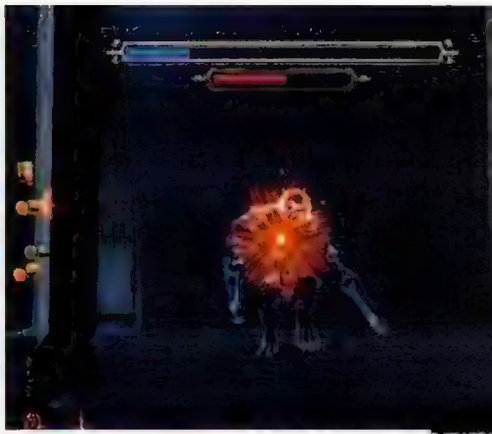
INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Namco/Sega/Wow
- **PUBLISHER** SCEE
- **GAME TYPE** Lightgun shooter
- **PRICE** £39.99
- **ESSENTIALS** 1-2 Players, PS2 compatible lightgun, DualShock 2 Memory Card

PlayStation.2

DETAILS

- Arcade mode: play through six levels.
- Training mode: 17 levels
- Special mode: as Arcade [illegible] tasks thrown in
- Hunters files: special [illegible] unlocked for your



I'M GONNA GIT YOU, SUCKA: Each of the six bosses takes on a unique form. They've all got the usual weak spot, though.

WING AND A PRAYER: These undead horrors are almost as much as a pain in the neck as the zig-zagging, sprinting freaks.

HANG ON TO WHAT YOU GOTH: *Vampire Night*'s environments are impressively atmospheric. It's all very Hammer Horror.

The lightgun shooter's perhaps the only peripheral-based game style that's been successfully imported from the arcades. Since home consoles have reduced the baffling lightgun technology to an affordable plastic pistol, you can simply plug in, calibrate and lay down lead law. Sadly, the quid-a-pop core of the cabinet experience gets left on the gluey floor – lightgun shooters have become the byword for the gaming equivalent of a quick grope.

With these kind of preconceptions – and the rancid stench of Capcom's *Resident Evil Survivor 2* still lingering – it's refreshing to find that *Vampire Night*'s daring to be innovative. The story's beautifully simple – you're one of two vampire slayers, with a mission to vanquish a village overrun by various blood-sucking monsters. The masters of these fiendish demons are a cartel of six 'boss' characters who reside in the banqueting hall of a faux-Gothic castle. Each time you clean up a level (six in total) they get a bit concerned about losing their authority to a pair of poodle rock Buffy fans and one-by-one take it in turns to try and give you a pasting. Hold them off and you progress to the next stage, toes still curled from the defeated boss' cringey last words. As far as the Arcade mode goes that's it.

"LIGHTGUN SHOOTERS HAVE BECOME THE BYWORD FOR THE GAMING EQUIVALENT OF A QUICK GROPE"

INSIGHT

Own two PS2 lightguns? Then there's the option to take part in some double-handed gun gymnastics, or make the experience easier by drafting in the help of a fellow vampire hater.

As you'd expect from Namco, it's crisp and colourful, with enemies and locations imaginatively designed – especially the cerebrally-damaging 'warp' which turns the background stylistically monochrome, with enemies flitting in and out of view from portals which open up in the ground. This is made all the more effective by smooth cinematic camera movements. A further game dynamic's added by encouraging you to save villagers in return for extra lives – shoot off the parasitic eyeballs attached to them and they walk away gratefully free.

It'll only keep you busy for half-an-hour or so – but *Vampire Night* starts to get clever in its Special mode. Here you play through the same game again but with specific tasks to complete. During this mode shooting barrels, statues or other destroyable objects will gain you silver. Completing tasks and collecting silver unlocks extras like a handy shotgun, level warps, double-powered bullets or the Hunter's earring which earns you silver for everything you kill. It's not original or particularly game-extending, aside from the fact you're given slightly different mission goals to complete. However, it shows a recognition from Namco that the lightgun game needs more than just a few bosses and a target practice mode to encourage us to fork out the extra cash for a G-Con. **PSM2**

Rid the planet of undead scum – now.

VAN HELSING'S CHOICE

1. **TIME CRISIS 2** The original, and still the best, thanks to its superior visuals and hugely playable two-player mode.
2. **VAMPIRE NIGHT** A valiant attempt to extend the life of a lightgun shooter, despite the teeth-furring dialogue.
3. **RESIDENT EVIL SURVIVOR 2** Makes a fool of the otherwise immaculate *Resident Evil* series.

PSM2 VERDICT

GAMEPLAY
+ Super sharp shooting.
- Rather familiar and repetitive

GRAPHICS
+ Highly detailed backgrounds.
- Completely on-rails.

SOUND
+ Pleasing gun cracks
- On-a-loop synth-pop soundtrack

LIFESPAN
+ Courageous attempts to extend longevity.
- Six levels, six bosses. That's it

OVERALL
The first time you play *Vampire Night* through it's a blast. Unfortunately, unlike its namesake, it lacks anything approaching eternal life.

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DENTAL

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Three things you should know about aerial combat
1. To see and strike first is everything
2. To see and strike first is everything
3. The enemy knows what you know

namco

uk.playstation.com

PlayStation.2
THE THIRD PLACE

OUT UK NOW

SHADOW HEARTS

This RPG's in a twisted world all its own. But is a slash of darkness enough to make up for some crumbling foundations?

REVIEWER: Jonathan Bryant

INFO

- **CODE TESTED**
- **DEVELOPER**
- **PUBLISHER**
- **GAME TYPE**
- **PRICE**
- **EXTRAS**

DETAILS

- Six elements that need to be used tactically against monsters.
- Six Fusion Monsters that main character Yuri can transform into during combat.
- Judgement Ring combat system that encourages pin point timing to maximise attacks.
- At least five playable characters: Yuri, Alice, Zhuzhen, Margarete and Yuri's dad, Colonel Hyuga.

ALI MCSEAL: Dehuai's after Alice because she's the key to opening the demon world in a ritual called The Valorization.

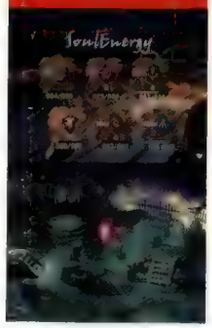
After an age exercising their programming power on the now defunct Neo Geo, Sacnoth have seen the light and turned up this, their latest ramble into the land of RPG. They've chosen to set everything in an alternative 20th century that's more a akin to the nefarious milieu of Fu Manchu than any snapshot from history. We're talking a twilight, alternate Earth where ghosts, demons and warlocks happily inhabit decrepit environments much like those seen in *Alone in the Dark*. It's a bit stygian with a hint of Chinese Ghost Story thrown in to encapsulate the Far Eastern locations where the action takes place. And, it's a murky brew we've been having a reasonable amount of fun poking around in.

Unfortunately, this is definitely no stunner – the characters and the pre-drawn environments never seem to meet at the feet and the lighting

CASE OF THE THUMPS: Fight animations change as you upgrade weapons. Check out the knuckle blades.

IMPACT POINT

To gain control over the Fusion Monsters, Yuri has to gain enough soul energy by pulping enemies. As soon as one element is filled to the max it's off to his mental graveyard in search of a glowing tomb stone. A quick challenge later and he's got a new gruesome ally.



effects never climb above the not-very-dizzying heights of 'adequate'.

The battle system is controlled by a punchy novelty called the Judgement Ring. Launch any attack and you're called upon to pull off some precise timing in order to maximise your assault. To do this you have to hit ⊗ as a bar enters a series of highlighted zones set across the face of a dial – sort of a golf swingometer meets guillotine. Miss one and you forfeit the rest of your offensive for that round.

The real trouble comes with the realisation that each strike carries different spacings between each of these zones. So, it's a case of a unique time signature for every single weapon in the game. Sound daunting? Wait until you encounter the handicaps that can be incurred as a result of enemy damage. Faster sweeps, smaller hit zones... it rapidly becomes a literal pain in the ring. Not only that, but this is a game that also favours that all-pervading RPG evil... the random battle. Cue scampering around cramped levels praying you get to the next screen without having to slice-and-dice another Cthulhu-esque freakboy.

Main man Yuri's Fusion Monsters cough up another variation during combat. Similar to the Aeons of *FF10* – an unsurprising lift when you consider that a big section of Sacnoth staff are ex-Square – these summonable spirits give our hero inhuman strength and potent magical attacks. Not the most revolutionary addition to an RPG by any stretch of the imagination, but the way you gather these entities to you most certainly smacks of something new.

You see, Yuri's a troubled lad. He's got all these demons rattling around inside his skull, upping his Malice meter and threatening to send him loop-da-fruit. The only way he can manage these inner horrors is by nipping inside his head during saves and pasting them. Once victorious, he gets to add their special talents to his rostra of summons.

When you strip away these variations on a theme, you find you're left with a resolutely fantasy-by-numbers title. Batter and chatter are commonplace as you slog through screen after screen of plot en route to another drawn-out scrap. Plus, the fact that the translations are heavily Americanised does little to endear us to the protracted verbals. It'd be fine if the struggle was rewarded with the occasional CG treat, mini game or puzzle, but extras that litter titles like *FF10* and *Ephemeral Fantasia* are in short supply here.

Ultimately, it's not the huge departure we were hoping for, but there are enough skews and surprises to ensure a fair level of appreciation. It's just that we can't help feel that something more could have been done with this. **PSM2**

Like RPGs? Enjoyed Alone in the Dark? *Then this is truly the only game out there for you*

ARM ALIGHT
Hmmm, wonder what element the Fusion Monster, Inferno, represents?

MIGHTY FRIGHT: Another of Yuri's summons is the Death Emperor, an embodiment of dark energy.

SKY WON: Air is covered by bird boy Tornado. He's got a vicious attack called the Wind Sheer. Looks very beaky, though.

"BATTER AND CHATTER ARE COMMONPLACE AS YOU SLOG THROUGH SCREEN AFTER SCREEN"

INSIGHT

It was inevitable that Sacnoth should create a game in the eldritch style of chief spook, HP Lovecraft, especially when you consider their namesake. The Fortress Unvanquishable was a short story written by Lord Dunsany (a fellow supernatural novelist) which featured an enchanted sword, the Sacnoth, which was pulled from the spine of a possessed alligator. Weirdness.

KUNG FU MANCHU: Zhuzhen was a pal of Yuri's dad and managed to contain Dehuai 15 years ago.

EDGAR ALLAN'S CHOICE

1 **SILENT HILL 2**
Not an RPG, but as far as warped and nasty gameplay goes there's nothing that can touch this at the moment.

2 **EPHEMERAL FANTASIA**
Your next best bet if you want an RPG that's got a sniff of freshness about it.

3 **SHADOW HEARTS**
Different in setting, clever in combat, but shackled by an over-familiarity.

PSM2 VERDICT

GAMEPLAY
+ The Judgement Ring keeps combat on a knife edge
- Repetitive random battles and a brain-melting plot

GRAPHICS
+ Spell effects just about do the job
- Very rough looking and characters are disembodied at times

SOUND
+ The music for the exploration sections cheers the ears.
- More voice-overs for the central characters would've been nice

LIFESPAN
+ Gargantuan. It's an epic even by RPG standards
- Longevity's created by milking the most out of tiny areas.

OVERALL
Excellent combat and arcane weirdness, but a terrifying slough of words and very average visuals can't lift this above the ordinary.

60

HEARTLESS

DEAD RINGER: The Judgement Ring ensures there's never a dull moment when you're fighting.

OUT UK NOW

SLED STORM 2

Snow and racing – what did you expect from EA Big? Innovation and no Zoe?

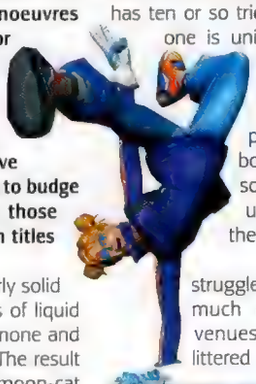
REVIEWER: Richard Owen

Wild, frantic gameplay, characters bristling with 'tude, arseloads of outrageous manoeuvres and a commentator at full volume are all hallmarks of an EA Big production. You know exactly what you're going to get long before you've booted the disc up. But despite refusing to budge from this tried and tested formula, those Canadian coders generally come up with titles forged from pure gaming gold.

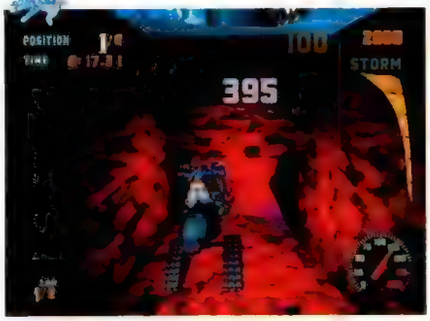
This time around they've taken a fairly solid PSone title and injected equal amounts of liquid nitrogen, gorilla adrenaline, growth hormone and rocket fuel directly into its game-brain. The result is a skin-peelingly quick, mad-as-a-moon-cat racer that you end up clinging to for dear life rather than merely playing.

Yes, *Sled Storm 2* is quick, brash and very, very noisy, but underneath that wild exterior lurks a racer of surprising finesse. Each one of the nine varied snowmobiles in the game comes complete with its own sense of handling, feel and inertia, and are incredibly manoeuvrable both sliding round on the track and hurtling through the air. The L1 and R2 buttons enable you to lean in to corners, while the exceptionally sensitive throttle control really allows you to steam out of them and pull off powerslides.

Like its stable-mate, *SSX*, tricks are pulled off with combinations of the shoulder buttons. And of course, reward for successful stunting comes in the form of speed boost, although here the meter's called Storm instead of Tricky. Each rider has ten or so tricks in their repertoire, but only one is unique to them. While this may seem fairly miserly compared to *SSX*, the stunts are definitely secondary to the racing and purely a means of filling that boost meter. However, break the score barrier in a race and you'll unlock a new character to join the three you start with.



Visually, *Sled Storm 2* struggles to consistently impress as much as its boarding cousin. The venues are well constructed and littered with ramps and snaked with short cuts. Exotic race locations – like the Alaskan Christmas theme-park and Bermudan Iceberg – are jammed with lurid detail. Unfortunately, choppy handling and some horrendous clipping shatter the illusion, and you realise that while the job's been done well, it lacks the buckets of love that *Tricky* had thrown at it.



PISTE OFF: Each track is intersected by loads of short cuts – you'll need to suss them all out to stand a chance of winning.

SLAY RIDE: It's Crimbo all year round at *Sled Storm*'s most lurid race event. You gotta have a ferris wheel – it's racing game law.

COMBINATION SAFE: Combos can be performed, but they're strictly for filling up your boost reservoir rather than showing off.

INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  EA Big
- **PUBLISHER**
  EA
- **GAME TYPE**
  Racing
- **PRICE**
  £40
- **ESSENTIALS**
  1-2 Player, DualShock 2 Memory Card

DETAILS

- Six different racing venues
- Choose from eight different riders
- Nine snowmobiles, each with five levels of upgrade.
- Practice Quick Race, Time Trial, Championship and Rival Challenge modes.

INSIGHT

Despite appearing like a straight-to-videogame sport, snowmobile racing does actually exist. Check out the on-line publication *http://www.snowrider mag.com* for more info.

STORM DROOPER

With only six different tracks and no option for mirror or reverse play, this is far too short. However, in order to ensure that there's much more than an evening's play here, EA Big have made sure that your rivals ride faultlessly and supremely quickly. The relentless and unforgiving nature of the game's catch-up dynamics mean that races become incredibly frustrating as you lead for entire circuits only to be overtaken by the pack after a single mistake on the final straight. However well you ride, your opponents are never further than a heel nip away.

Despite boasting all the originality of an Elvis impersonator, *Sled Storm 2*'s a class racer guaranteed to give adrenaline junkies welcome relief. But with just six tracks to deliver the kicks, it won't be long before cold turkey sets in. **PSM2**

Kick up a storm now – SS2's in the shops.

HUSKEY'S CHOICE

1. **SSX TRICKY**
   Still The Beast when it comes to barrelling down a slope pulling ubers.
2. **SLED STORM 2**
   Very samey – even *Tricky*'s Psymon and Zoe turn up in EA Big's latest blizzard blasted racer.
3. **SPLASHDOWN**
   A lovely drop of water with solid racing and course design. Back to the character drawing board, though.

PSM2 VERDICT

GAMEPLAY
+ Frantic, furious and faster than a buttered stoat
- Not enough tricks for some

GRAPHICS
+ Brash, bright and very in yer face.
- Erm... hardly original, it looks just like *SSX*. Bit ropey at times

SOUND
+ Loads of top speech and effects
- Heavy freakin' metal? It's just noise, that is

LIFESPAN
+ Tough and demanding – only the highly skilled will unlock it all
- It's only got six bleedin' tracks

OVERALL
Despite being EA Big by numbers this is still some ride. Very, very fast, *Sled Storm 2*'s only real fault is that it's too damn short.

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SLED ZEPPELIN

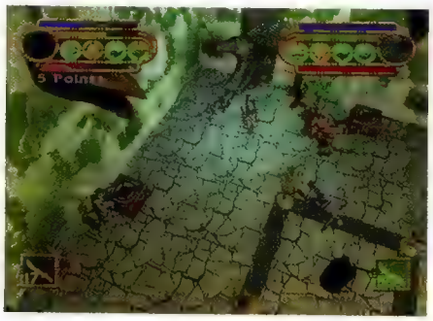
OUT UK now

GODAI: ELEMENTAL FORCE

"Yes! Welsh motivational software," said our Dan. "Nope. Poorly executed ninja toss," said everyone else.

Ninjas. Shadow warriors. Silent. Deadly. And, um... they fly, don't they? Yes, and they're magic, as well. It was in American Ninja 3: Blood Hunt. Hey, who ate all the Doritos?

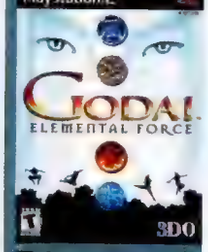
That, you suspect, is how the early planning meetings for *GoDai* went. It's stuffed with ideas, all of them stolen from half-remembered films and better games, none of them well-implemented.



TALK OF THE TAO: 'It's a trap!' 'Shyeah, like I need it'. Hiro raps like a real ninja. Possibly. Thankfully, he shuts up in two-player.

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE: Action Adventure
- PRICE: £19.99

PlayStation.2



DETAILS
- 16 campaign levels.
- Eight multi-player levels.
- Dreadful 'KinetiCam' system. Thanks, then.

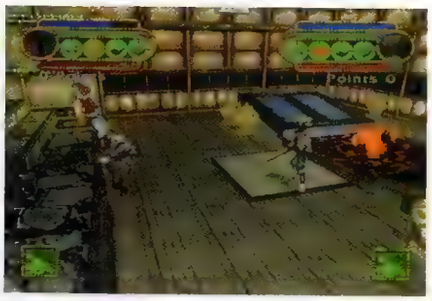
Hold ⓡ, and Hiro – the hero – somersaults in *Max Payne* slo-mo. Except you can't throw your shurikens while he's doing it, so it's just there to look nice. Press Ⓐ and he soars through the air – although bump into a wall and he clatters to the (often lethal) floor. Floaty platform bits, Simon Says puzzles, undead samurai baddies – everything's been chucked in the pot, bunged in a microwave and left to congeal.

The camera's dreadful and the helpful idea of making close objects transparent backfires when you start running into spikes. The lock-on shooting system's all very well, unless you're trying to shoot at a visible enemy who's further away than an off-screen one. There's a wealth of multi-player options – but your mates will shun you if you suggest playing them. And so on. A triumph of enthusiasm over aptitude, *GoDai*'s laughably inept at best, shamefully infuriating at worst. Keep away. **PSM2**

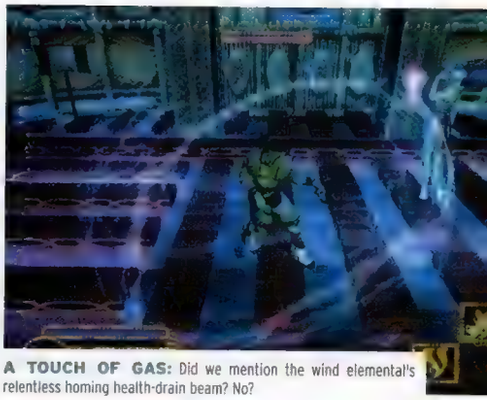
OVERALL
Pure ninja-by-numbers with a lack of attention to detail that's genuinely harrowing. Do people actually test these things?

26

RITUAL SUICIDE



FLIPPIN' HELL: When you're not floating about clenching an egg in your buttocks, Hiro can perform poorly animated acrobatics.



A TOUCH OF GAS: Did we mention the wind elemental's relentless homing health-drain beam? No?

OUT UK now

PIRATES: LEGEND OF BLACK KAT

So much for plundering the Indies like a one-legged Pol Pot with a Cornish accent – pirates have gone all *nice*...

Sometimes we just despair. Honestly, if you're going to make a game about pirates, why not include things that might appeal to people who like pirates? As opposed, say, to knocking out a shambolic *Tomb Raider* rip-off with bits nicked from other genres seemingly at random and bolted together in a manner not worthy of the title 'half-arsed'. *Sigh*.

Mistake number one – you're a 'good' pirate. Ransacking ports and keelhauling landlubbers is

PORTAL PIRATES: Why bother legging it around levels when you can zap yourself around by teleport. *Magic* pirates? Yeah, right.

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE: Action Adventure
- PRICE: £39.99

PlayStation.2

DETAILS
- Two-player Sea Battle mode.
- Third-person scrapping and ship combat.

out, fighting other pirates – and the occasional giant crab – is in. Mistake number two – you're a magical pirate. You cast fire spells and use teleporters – but you can't swim, or climb up inclines steeper than 45°.

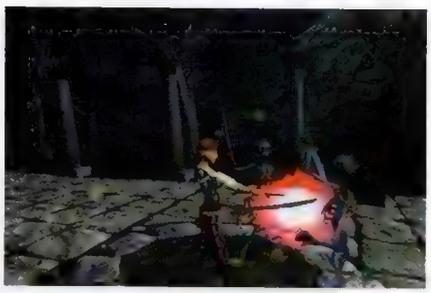
Ever played a game where every crate could potentially contain a crucial item? Of course you have. Now imagine that every crate's buried in the ground, and requires you to use a thrumming DualShock 2 as a metal detector. *Now* imagine that as you struggle to pinpoint the next chest – which could, remember, be a vital map *or* a handful of bonus points – you're under constant attack from respawning apes. Bugger.

So, why a generous 38? Well, it isn't completely unplayable, and the ship battle bits – though a bit tedious in the main game – actually get fairly competitive with two players. Just don't pick the Gunboat expecting a floating fortress of death – we've seen more frightening pedaloes. **PSM2**

OVERALL
All we wanted was the chance to kebab fat merchants and chat up the Duchess of Tortuga. When did games get this lazy?

38

SCURVY



SKELETON CREW: Your jaw won't drop in surprise when you find yourself up against the undead. Innovative this ain't.

RIGGING MORTIS: Choose between a vicious broadside or one of a range of special 'figurehead' attacks. Gawd knows what they all do.

REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

OUT UK NOW

NO ONE LIVES

"A PAISLEY PASTICHE OF EVERYTHING THAT MADE JAMES BOND

NO ONE LIVES FOREVER

"A RIOT - ALBEIT A QUIET ONE"

FOREVER

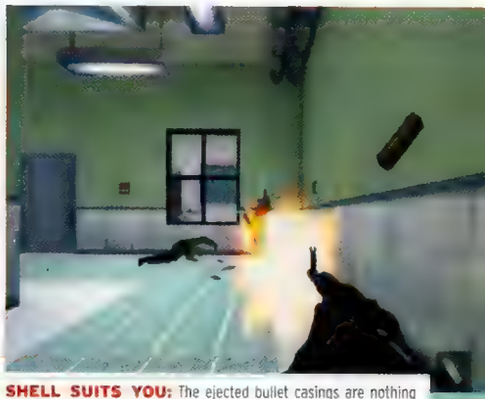
GREAT. IT'S A RIOT - ABEIT A QUIET ONE..."

INFO

- CODE TESTED
- DEVELOPER
- PUBLISHER
- GAME TYPE
- PRICE
- ESSENTIALS

DETAILS

- Over 30 different types of weapons and gadgets including Hampton carbine .45 sniper rifle, EX crossbow, 9mm semi-automatic pistol, Hampton MPL 9mm sub-machine gun, AK-47, Morris speargun, hairpin lockpick, belt buckle zip line, knockout perfume, blow torch lighter and camera glasses
- 60 henchmen packed levels to sneak and blast your way around



SHELL SUITS YOU: The ejected bullet casings are nothing new, but they're still a decent touch to combat.

Cate Archer goes to Bond Street for kinky boots, mini skirts and flower-powered machine guns, and comes back like a toxic Avenger.

OUR MAN IN BERLIN: Jonathan Bryant

Casino Royal, Austin Powers, Our Man Flint... screen references flow freely as soon as you get to grips with the curvaceous Ms Archer. It's as far away from the dullness of a John Le Carre novel as you can get. Camp super villains that leave orchids (why always *orchids?*) on the corpses of their victims, rocket-launcher briefcases and a heroine that go-go dances throughout the game's intro. It's a paisley pastiche of everything that made Bond great and, as far as a console FPS goes, it's a riot – albeit a quiet one.

You see, this is as close as you'll come to a sense of believable espionage this side of *MGS2*. Unlike *Agent Under Fire* this game punishes you as soon as you trade silencers for the more bullish of boom sticks. It's all about keeping low, keeping quiet and bagging intelligence items while avoiding any contact with the enemy.

The advantages of this approach? It makes every level an attack on your pulmonary system as you creep from one breath-catching encounter to another. The disadvantages? You end up dead frustrated – that's dead *and* frustrated. The game's 60 levels are massive, and being forced to crawl through them for fear of being discovered and out-gunned is a fundamental pain.

Add the fact that Monolith's engine runs at about two-thirds the speed of *Half-Life*'s, and you can see why *NOLF*'s an exercise in cautious endurance rather than gung-ho carnage.

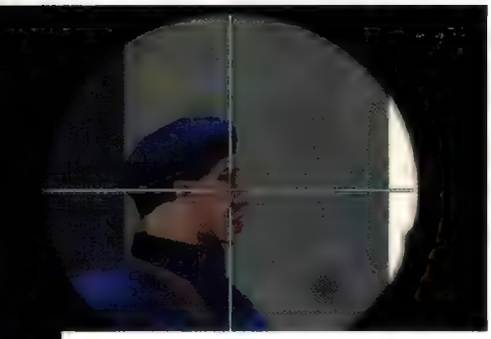
SHLONG SHOT

So what's the reason behind all this enforced ground hugging? Well, Cate's a cat-suited special agent sent to investigate why so many members of her organisation – the shadowy UNITY – are turning up brown bread. A millisecond of Basil Exposition later and you discover that a counter force called HARM – think Bond's Spectra – is plotting to ransom the world using a stockpile of warped biological weapons. The only way to stop them? Yep, time to get down and dirty. ▸

REVIEWS

THE ESSENTIAL PSM2 VERDICT ON EVERY NEW RELEASE

LONE RANGER: UNITY's firing range makes for an interesting distraction during Cate's basic training and it's ideal for venting spleen.



HAIR TODAY: It's a mystery to us why Monolith have decided to withhold the sniper rifle until so late in the game.

DEATH ROSE: The dastardly Volkov. He's Cate's arch nemesis, murderer of numerous UNITY agents and amateur horticulturist.

TRANS-ATFRANTIC

Being a super spy and international playgirl means that Ms Archer quickly racks up the air-miles during the course of *NOLF's* 60 levels. Flitting from UNITY's base in Great Britain she takes in the sights of Berlin at night, the heat of midday Morocco and even the big skies of North West America. The only problem is that for her even business class isn't safe from the far reaching influence of HARM.

GLASGOW KISS CHASE: [illegible]

FICKLE HAND OF FREIGHT: Cate rattles the icemen on 65 [illegible]

SWISS ARMY LIFE

Cate's backpack is full of interesting gizmos, and each mission coughs up another bizarre lump of hardware to chuck about.

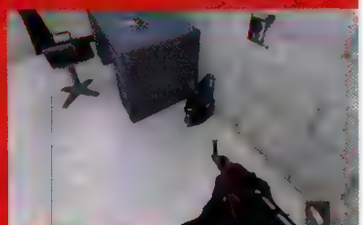
A lot of the items have dual functions that can be accessed using ↑ and ↓ on the D-pad. For example, Cate's gold lighter can either be used to approach contacts by offering them a light, or it can double up as a welder-mint-flame-thrower when necessary. Q would be green with envy.

LOCK BE A LADY: [illegible]

DOOR HANDLE: Slap the [illegible] and flash up the combination in no time.

FLAMING LIPS: [illegible]

PIC 'N' NICKS: [illegible]



WASTE COAT: [illegible]

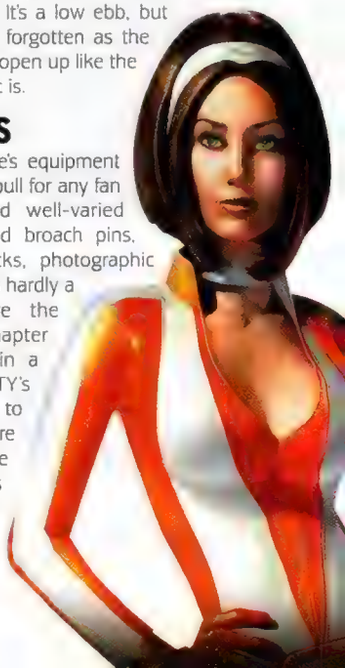
▶ So, *NOLF's* a game that actively encourages you to don your sneakers. Why then, for M's sake, have Monolith removed the most vital bit of kit for this style of play from the opening scenes?

It's a harsh evaluation, but the first level will be an instant disappointment for anyone who played the PC original. Once away from basic training, Cate is called upon to defend an American dignitary from assassination. The problem? Monolith, realising the DualShock 2 isn't best suited to quick-fire zooming, have gone and removed the bleedin' sniper rifle.

What you're left with is a pretty simple introduction to the game's combat system where the only real concern is whether you have enough ammo. You can tell your control, Bruno, not to call out the targets as they appear, but even then there just isn't the same level of skill required as there was with the original's keyboard/mouse combo. You do eventually get to slip members of HARM's crime syndicate between your crosshairs but, by then, it's way too late in the day to make you care. It's a low ebb, but one that's soon forgotten as the game begins to open up like the cartoon bloom it is.

SPY CLASS

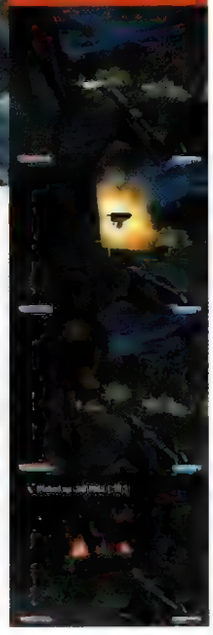
The size of Cate's equipment list's an instant pull for any fan of devious and well-varied tactics. Poisoned broach pins, explosive lipsticks, photographic glasses... there's hardly a moment where the end of a chapter doesn't result in a return to UNITY's training centre to gen up on more hi-tech toys. The bonus of this is that big inventories also mean a wider scope for



FULL KILT: This mad Scot intercepts the airliner that Cate and the rescued Dr Shenker escape Germany on.

IMPACT POINT

The real rewards come from the game's emphasis on experimentation. Here we discover that targeting the boots of moving vehicles detonates them in true action film style. That's one less member of HARM to deal with...



"FROM PUFFY BRITISH COMMANDERS TO ENEMY GOONS SWAPPING DIRTY STORIES, THE NARRATIVE'S MORE GET SMART THAN THE IPCRESS FILE"

INSIGHT

■ There're four levels that are exclusive to the PS2 version of the game. Whenever Cate finds herself rendered unconscious she slips into a flashback section in which she recalls her time as a professional thief before Bruno recruited her into the ranks of UNITY.

experimentation when it comes to getting from A to B. And it's a diversity that's thankfully carried across to the level structure itself. You find yourself following a trail of comedy contacts to infiltrate a Berlin base, as well as stealing purses and briefcases from dumb tourists. It all adds up to an uncharacteristic variance that sits at odds with the usual FPS shoot-to-kill/pull lever gameplay. At times, though, the density can work against you.

FROCK HARD

No doubt about it, this is one tough cookie. There's a distinct shortage of body armour and bandages (read health packs) even on the normal difficulty setting, and the absence of mid-level saves will have you biting your TV stand in a hissy fit of rage. As will the totally unfair targeting physics of the enemy guards. Somehow they can still hit you even when the muzzles of their guns are pointed at right angles to your location – there'll be times when you won't have a clue who's firing at you.

The constant shifts in level style can also leave you floundering on an all too regular basis as you struggle to get your head round another set of game rules. It's a situation of what am I doing now? Stealing handbags? Blazing a trail with an AK-47? Hugging the shadows constantly fearful of discovery? The only way to find out is to play, die, and return the start of the level ever so slightly wiser.

Is there a big enough hook to keep hauling you back for one more go across 60 brutally harsh levels? We guess the crucial factor with this one is whether you want your spy titles straight, or with a camp dash of Baileys and a paper parasol. We know that even the ever suave Mr Bond isn't adverse to the odd tongue-in-cheek moment – especially during Roger Moore's safari suit era – but this takes its gameplay very seriously while poking fun at the plot at every opportunity. From puffy British commanders to enemy goons swapping dirty stories over a fag, the narrative's more Get Smart than The Ipcress File.

If that's your bag, *bay-bee*, then this is the only kind of kitsch discotheque you need to be seen swinging your hotpants in. Stick with the tough gameplay, master all of Cate's multi-purpose kit, ignore the arthritic loading times and you'll eventually unearth this game's many compelling features. If, however, you're someone that likes their first-person shooters fast, relentless and light on tactics then you'll find this about as welcome as a platform heel in the mojo. **PSM2**

The lithe Ms Archer's on active duty as we speak. Just look for the exploding catsuit.

ANIMAL HOSPITALISED: Oooo, tiny cute monkey! You couldn't pull the trigger, could you? Just as well – you'd fail the mission.

ONATOPP'S CHOICE

1 **HALF-LIFE**
No other FPS has the same tightness of play or an engine that's as slick as this.

2 **JAMES BOND 007 IN... AGENT UNDER FIRE**
Overly short and limited in the range of invention offered to the player.

3 **NO ONE LIVES FOREVER**
Big, diverse but hampered by too much faffing on the stealthy elements.

PSM2 VERDICT

GAMEPLAY
+ Ensures plenty of experimentation
- The engine isn't the fastest we've seen

GRAPHICS
+ Pretty, in a blocky *Medal of Honor*-on-PSone kinda way.
- Loads of clipping as soon as dead enemies hit the dirt.

SOUND
+ Groovy sounds of the '60s accompanied by meaty gun blats
- You'll gag once you've heard Cate's death cries too often

LIFESPAN
+ Cate's got the longest FPS legs around
- Play levels several times before completion. No Deathmatch.

OVERALL
More ponderous and complex than *Agent Under Fire* but not a better game as a result. You've really got to love *NOLF*'s unique style.

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STEALTH BUMMER

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Radical Entertainment
- **PUBLISHER** THQ
- **GAME TYPE** Sports Adventure
- **PRICE** £39.99
- **ESSENTIALS** 1-2 Players, DualShock 2, Memory Card

DETAILS

- Six playable characters.
- Vast free-ranging levels.
- Unlockable tricks, boards and costumes.
- It's a post-apocalyptic, conspiracy theorist, snowboarding game.

OUT UK now

DARK SUMMIT

Mission-based snowboarding? Yes! *Yes..!* Er, no. THQ's latest takes us way off the beaten track.

REVIEWER: Richard Owen

Anti-globalisation protestors relax. Despite its name, *Dark Summit* has little to do with G4 meetings or sinister intergovernmental pacts. Radical Entertainment's first PS2 game is more concerned with conspiracy theories of a different (and more old-fashioned) kind. Think The X-Files meets *SSX* with a dribble of Scooby Doo and you won't be too far off the mark. But a snowboard sim with a storyline... shurely shome mishtake?

Nope, *Dark Summit* is definitely plot-driven all right, but here the so-called storyline is about as complicated as the Sunday Sport's political section. A band of teenage snowboarders have strayed off the piste and on to the shadowy slopes of Mount Garrick. Patrolled by Chief O'Leary and his security force, intruders are anything but welcome in this snowbound version of Area 51. Aided and abetted by a mysterious insider, your mission is to thwart O'Leary's cover-up and expose the truth of aliens amongst us.

Paper thin as it is, the plot provides enough background to serve up a varied range of challenges. These mini missions usually revolve around grabbing certain items, avoiding or taking out O'Leary's patrols, and pulling off specific tricks. Many challenges – like clearing certain gaps or grinds – are simply one-offs, others though are more involved. In the Pipeline section of the mountain one challenge requires you to suss out the location of the half-pipe. Once found, the pipe is home to a host of other tests of your snowboarding skill. This method of making you sniff out challenges for yourself, rather than merely having them spoon-fed to you, definitely serves to keep your interest up. Challenge success comes in the form of lift points allowing you access to new boards, clothing and – most importantly – unlock new areas of the mountain.

Trick-wise, *Dark Summit* is way behind most of its rivals – tap a simple three-button trigger, then hope the resulting animation spools out before you hit the ground. Admittedly, most of your tricks have to be acquired by picking up the icons you'll find dotted around the mountain, but this does little to make them more appealing. The grind system is anything but accomplished. Instead of simply grinding along an edge as you hit it, *Dark Summit* insists that you first leap into the air then attempt to land on top of it. Trying to steer your board through the air is impossible, so you have to get the angle and timing of your launch spot-on. This means that grinds win the award for the most 'swear-inducing section of the game', mainly because they're a crucial element of so many of the challenges.

While we admire Radical Entertainment for mining a slight seam of originality for their snowboarding effort, *Dark Summit*'s only a partial success. The exploration and challenge elements of the game are well-engineered and make a refreshing break from convention. The game's basic trick repetoir, though, is enough to ensure that this game is destined to bomb like the British medal hopes at the Winter Olympics. **PSM2**

INSIGHT

Radical Entertainment began their boarding career developing the very formulaic and straight-laced *MTV Sports Snowboarding* and its sequel, *Pure Ride*, for PSone.

"PAPER THIN AS IT IS, THE PLOT PROVIDES ENOUGH BACKGROUND TO SERVE UP A RANGE OF CHALLENGES"

RACE CRISPY: The most enjoyable challenges involve outwitting enemies on the chase. Hmm... kind of like a race really.

VAT AIR: Leaping vats of extra-terrestrial gunk is just one of the pleasures on offer here and gives you a generous bonus.

GUBER TRICKS: Nabbing trick icons adds a much needed boost to your weedy repertoire. It's still a case of banging buttons, though.

NORMSKI'S CHOICE

1. **SSX TRICKY** The finest snowboarding game ever created. What more do you need to know?
2. **ESPN WINTER X GAMES SNOWBOARDING 2** Tough, realistic and perfect if you find customising boots fun.
3. **DARK SUMMIT** Off track, off kilter and comes off third best. Still, an admirable stab at something different.

PSM2 VERDICT

GAMEPLAY
+ A brave attempt to distance itself from *SSX*
- Unresponsive controls and pedestrian tricks

GRAPHICS
+ A smooth, slick, but basic package
- Lacks lighting effects and eye-shagging kapow.

SOUND
+ Stuffed with effects, voices and tunes
- Minimalist drum 'n' bass sounds won't please everyone

LIFESPAN
+ Loads of extra characters and equipment to unlock.
- Using new boarders won't keep you coming back.

OVERALL
Tries something different, but a retarded trick system ensures that it never reaches anything like the highs of *SSX Tricky*.

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SLOPE DODGER

STOP THIS TRACK BEING BUILT!

The proposed eyesore for London

WHAT IS THIS TRACK FOR?

Apparently "the sport of the future". It will involve eight teams each racing two hovering, or "gravity-defying", ships, travelling at speeds of up to **1000 miles an hour**. Horrifically, information we have uncovered reveals that these vehicles will be armed so that the "pilots", claimed to be "the sixteen superstars of the future", can **shoot each other down** or totally off the track. Hence the name given to the sport, "Wipeout Fusion". To quote the body behind it, "It's all part of the sport." **It must be stopped.**

Anti Gravity or Anti Environment?

HOW WILL IT AFFECT LONDON?

London is the proposed venue for the development of a **multi billion pound** Anti-Gravity Racing circuit. The body behind it believes that to maximise the sport's potential tracks should be built over the worlds major cities, creating "A spectacular venue accessible to millions, the likes of which would be impossible to create in any existing spectator sport". **But at what cost to London?** When questioned, the developers declined to comment, but we know for a fact that the cost will be huge. Apart from **destroying the skyline** of one of the world's most beautiful cities, proposals include the impairment of St Paul's cathedral, the **demolition of Buckingham Palace** and the permanent closure of the River Thames as a passage for shipping to accommodate the track. Not to mention plummeting house prices and the **devastating affect** on the lives of millions of residents and workers.

ENVIRONMENT AND NOISE POLLUTION

The environmental and health implications are **catastrophic.** In a densely populated area the need for space and cleaner air are utmost, this proposal does the exact opposite. Actual details about the fuel these vehicles use are proving illusive, but it's undoubtable that to power such a vehicle it would have to be **extremely volatile**, or worse still, **nuclear** based. What does 1000 mph sound like? No one could ever know until it's too late. The best we could expect is that it would be like having **Heathrow airport in the middle of a city.** Do you want your children to grow up in such an environment?

SAFETY

There is no way that vehicles travelling at speeds of over 1000mph through the heart of a city can be safe, let alone with the danger of "proton cannons" or **deadly** rockets being used during races. Imagine the **devastation** involved in an **accident** over a busy area such as Oxford Circus. Who's going to foot the **medical bills**, the taxpayer? Contrary to their claims, these people obviously have no regard whatsoever for public safety - **your safety.**

YOU CAN HELP

The only people to benefit from these developers succeeding in their **outrageous** proposals are themselves. With **your support** we are in a position to **stop this happening.** To find out more visit **www.stopthetrack.co.uk**

Horrific plans for London at night.

STT
STOP THE TRACK!
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TIGER WOODS PGA TOUR 2002

Golf games are either daft or duff. Thankfully, this Tiger's got the right stripes. **REVIEWER:** Daniel Griffiths

There used to be hundreds of golf games, and then everyone realised that EA do them so well that there's no point in bothering. If you want raging ball-on-stick action there's really only one place to come. And thank Verhoeven that this time it's actually a good game as well.

EA Sports are now delivering quality updates of last year's placeholders. *Tiger 2002* looks, feels and plays perkier and porkier than ever. It moves in a flawless fashion while the world's richest sportsman smiles the smile of a well-paid man in the background. If this wasn't so damn 'golf' it'd be unstoppable.

LOVE THE STROKES

They've even managed to dis the holy 'three button presses' of shotmaking. *Tiger 2002*'s now 100 percent DualShock 2 dependant, so now you slide the stick back smoothly, but firmly, then drive it forward with the required force, keeping its passage straight and true. And it works. Button timing can be mastered and a round rendered routine, but you never quite feel you've cracked the analogue backswing. Every shot gives a nagging doubt of impending disaster and every success feels like an 11th hour death row reprieve.

And to boost the feelgood factor, perfect shots are rewarded with a Matrix moment where the camera swings around your golfer and the ball rockets off in a trail of smoke.

Unfortunately, they still haven't cracked the old problem of sufficiently conveying the peaks and troughs of the green. Tiger drives pin-high, then ends up on what might as well be a snooker table. Some golf games use complex grids, some exaggerate the surface so you can see the slopes, but *Tiger 2002* introduces the genius (and extremely spawny) concept of the 'Caddy Tip'.

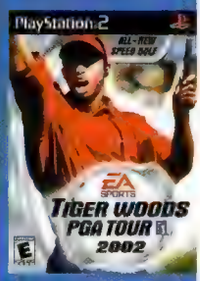
Now your caddy tells you where to aim – two feet behind the hole and six inches to the right – and that's where you aim. Do as you're told, and hit the ball with the required smoothness and force, and nine times out of ten it goes in. It completely defeats the point of actually being able to *aim* the ball, mind – effectively removing any skill and judgement from your putts. And the rest of your shots are servo-assisted too. You'll find the default target and club choice spot-on most of the time, allowing you to get on with the golf itself, like Woods himself with an expert club-lugger in tow.

Yet somehow you don't feel cheated. This is that most glorious of things, an authentic sports game that plays like a videogame (see *Pro Evolution Soccer* for further evidence). It's golf made better than golf. This is probably how Tiger Woods feels when he plays, and now we can all make like we're half as good... if not 'alf as rich. **PSM2**

Tiger Woods PGA 2002 is teeing off now

INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  EA Sports
- **PUBLISHER**
  EA
- **GAME TYPE**
  Sports Sim
- **PRICE**
  £39.99
- **ESSENTIALS**
  1-8 Players, DualShock 2, Memory Card

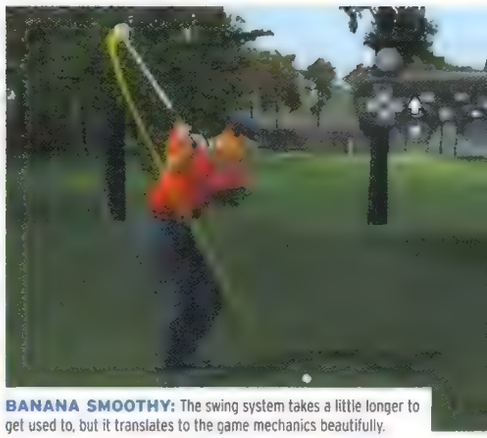


DETAILS

- Eight courses, six real and a couple of made-up ones.
- Nine game modes each revealing a host of unlockables.
- 18 real pros to be unlocked – with Tiger himself selectable from the off.

INSIGHT

- One of the reasons *Tiger 2002* is so good is that EA bought Headgate – the makers of the superior *PGA Tour Games* (on PC). They're the inventors of the Total Control Swing™ and have lobbed all their know-how into the previously lightweight *Woods* series.



BANANA SMOOTHY: The swing system takes a little longer to get used to, but it translates to the game mechanics beautifully.

CADDY LACKEY: The putting system relies on sage words from your bat humper. Some might miss the challenge of the green, though.

SWINGING CHICK: As well as Tiger, Colin Montgomerie and Vijay Singh there're some impressive specially created amateurs.

RACING GREEN: The Speed Golf mode is a head-to-head charge to be the first one to get your ball into the hole.

SWINGER'S CHOICE

1. **TIGER WOODS PGA TOUR 2002**
   The best golf game on PS2. It's got the flash of last year's game plus all the depth we demand.
2. **SWING AWAY GOLF**
   Fun rather than realistic. But *Tiger* shows you can do both.
3. **WORLD CHAMPIONSHIP SNOOKER**
   Balls on sticks again, only this time the grass is made of baize and there're six holes per green.

PSM2 VERDICT

GAMEPLAY
+ Superb controls and rewarding replays
- Perhaps it's a little too autopilot easy

GRAPHICS
+ The trees sway, the fog, er... fogs and everything looks great
- A lot of green. With some occasional patches of brown

SOUND
+ Polite applause, the crack of metal on plastic. Marvellous.
- Not enough swearing or gunfire

LIFESPAN
+ Eight courses and a whole feast of unlocking to keep you at it
- Ultimately it's golf – and that's potentially a bit dull

OVERALL
Very nearly enough to make anyone love golf – but not quite. It'll have to make do with being a flawless version of a noble game instead.

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EASY TIGER

OUT UK now

ATLANTIS 3: THE NEW WORLD

Chiara Mastroianni searches for a skull – a mystical one, mind – in Atlantis, then things go weird and... Tired yet?

Surround yourself with paintings – some pictures of the desert or something. Now dig out a Brian Eno CD, leave it on repeat play and start rotating on the spot pointing at bits of scenery. A rock! Christ! Sand! Not much fun is it? Well, to all intents and purposes you're playing *Atlantis 3*, but at least you're getting some exercise.

Cryo's latest is a tired throwback to the point-and-click adventures of the '90s. You know, those swirly FMV puzzle games developed solely to exploit the storage capacity of CD-ROM. They might've appealed to curious dads and RPG nuts, but ten years on the joke's wearing thin.

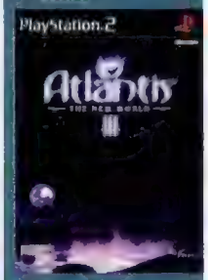
Essentially, you move a wibbly cursor about the screen until it tells you to 'interact' with the environment. By 'interact', we mean move from one pre-rendered background to the next, flick a switch or talk. There's no true real-time action, just a prescribed series of cut-scenes – and all you've got to do is work out how to trigger them. It's a bit like playing pin the tail on the donkey, but with an invisible arse which glows when you touch it.

The ill-flagged puzzles, flaky graphics and execrable script don't help. There's some satisfaction in nailing an obscure riddle – some of which are genuinely smart – but you'll probably be too busy thinking about *GTA3* to notice. A decade ago this was a poor game, today it's simply sad. Adventure fans deserve better than loopy plotting and limp interactivity. **PSM2**

CHAT SLOW HOSTESS: Chiara Mastroianni or The Big Breakfast's Amanda Byram? Typically, neither know what's going on.

INFO
- **DEVELOPER** Dreamcatcher
- **PUBLISHER** Cryo Interactive
- **GAME TYPE** Adventure
- **PRICE** £39.99

PlayStation.2



DETAILS
- Six chapters.
- 360 backdrops and dozens of increasingly complex puzzles.

OVERALL
Fausty fantasy clichés and obscure riddles are no excuse for clumsy graphics and sporadic interactivity. This is a relic of a forgotten age.

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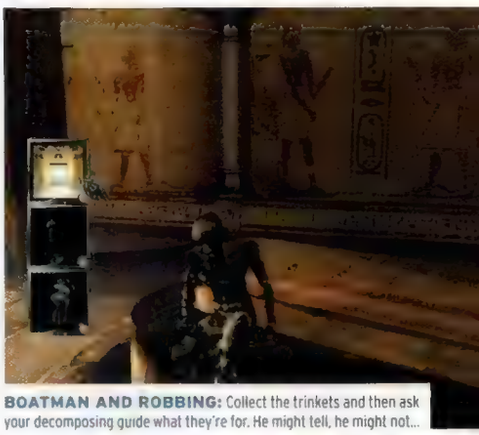
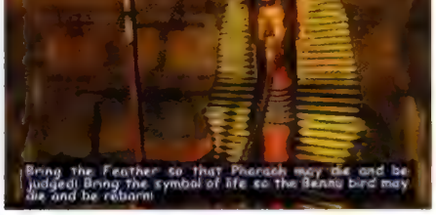
CRYO SHAME



BOATMAN AND ROBBING: Collect the trinkets and then ask your decomposing guide what they're for. He might tell, he might not...



TOMB RHYMER: Most of the riddles are so bombastically written you'll fry your brain trying to figure out where to start.

OUT UK now

SUNNY GARCIA SURFING

Charlie don't surf. And if this is your only option, you'd probably be better off following his example...

Aspiring programmers take note – just because it involves boards, that *doesn't* mean you can treat surfing like any other extreme sport. Maybe it's the lengthy periods between wipeout and remount. Maybe it's the lack of rails to trick off and course lines to discover. Or maybe – and this is the main thing – it's the fact that the action invariably takes place on huge, featureless expanses of water.

Even given this inherently limited canvas, Krome Studios have *still* managed to skimp on the paints. The water's some of the worst on PS2 – worse, unbelievably, than *Jet Ski Riders*' angular brine. The animation's stilted, the competition's laughable and the soundtrack's identikit punk rubbish. On the plus side, there's a surfing dog in it, and the control system isn't *quite* as punishing as *Surfing H30* – which is to say, there's a genuine sense of trying to judge and ride the wave rather than simply twang off it at a ten degree angle. Oh, and there's a two-player Rumble mode, which effectively doubles the already brutal difficulty level by sticking two surfers on the same wave.

If we're going to start liking surfing games, things have to change. For Steve McFadden's sake – put Bodhi and Lt Colonel Kilgore in them. Let us grind on swordfish and fend off sharks. Do *something*. *Please*. **PSM2**

MOBILE FOAM: L1 and R1 tackle grabs, allowing you to 'ride' the 'tube' for bonus points. You'll almost certainly wipeout, though.

INFO
- **DEVELOPER** Krome Studios
- **PUBLISHER** Ubi Soft
- **GAME TYPE** Surfing
- **PRICE** £19.99

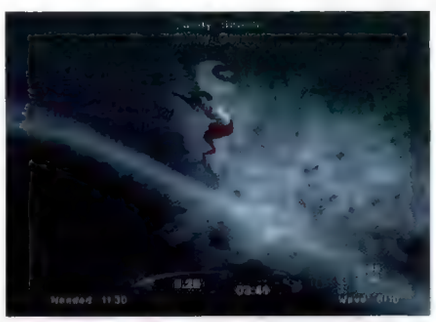
PlayStation.2

DETAILS
- 14 beaches.
- Seven modes.
- Nine surfers. And a dog.

OVERALL
Even the lack of effort put into this can't explain why it's so dismal. Water, water, everywhere, and... oh, what's the point?

33

WAVE GOODBYE



WATER CREST SOUP: The takeoff's the most crucial part of any jump - go too early, and there's no way to recover.

TERRIER OF THE DEEP: The surfing dog can stand on his hind legs - aww, isn't he cute? An extra two percent for that, then

LUKE WORM
Some puzzles are tough – even decent weapon upgrades won't help you.

OUT UK NOW

WORMS BLAST

Not completely satisfied? Feeling hollow and irritated? Sounds like you've got Worms. Blast.

REVIEWER: David Harrison

Worms Blast is typical of the modern age where we just can't leave things alone. We're genetically modifying fruit and veg, cloning kittens and *even* manufacturing boy bands. The madness ends now. Why slice and dice the DNA of thorough-bred games in order to create a whole new one?

The game's set up like classic *Bust-A-Move* where the aim of the game's to fire coloured rockets at blocks of the same colour. These explode, fall away and everyone's happy. It's the *Tetris*-like simplicity that fuels the one-more-go effect of all classic puzzlers.

The differently coloured ordnance gets fired out of comedy bazookas, meaning you can control the strength of your shot and loop the missiles over obstacles. Nice touch – but Team 17 haven't stopped there. They've placed the bazooka into the hands of blown up characters from *Worms* and put them in a boat so they can bob along the bottom of the screen. On top of that they've included 15 other weapons that you can use to destroy the blocks or fire at your opponents. But still that's not enough. They've added crates, bouncing blocks, twirling blocks and falling fridges. What started out as a simple puzzler ends up as a fiddly shambles. It's almost as though Team 17 had too many good ideas and couldn't bear to leave anything out which leaves little breathing space for decent gameplay.

What doesn't help is that the right Analogue stick controls the boat's left to right movement *and* the elevation of the bazooka. This, combined with the fact that you're wobbling about in an unsteady platform on choppy water, makes *Blast* frustratingly tricky to control.

"IT STARTS AS AN EXERCISE IN LATERAL THINKING BEFORE CHOOSING TO SMACK YOU IN THE FACE"

In the one-player Puzzle option you get a mix of challenges that require you to use strategic reasoning. It starts as an exercise in lateral thinking before choosing to smack you in the face with some rock hard, but extremely bland, tasks. Soon, momentum and enthusiasm go out the window and you're reaching for the off button.

Worms Blast's so packed with ill-judged invention and crunchy-nut ideas that it just ends up giving you a headache. Even the lure of an old lady dropping domestic appliances on a homing pigeon can't save it. PSM2

Worms Blast is slithering on shelves now.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Team 17
- **PUBLISHER** Ubi Soft
- **GAME TYPE** Puzzle
- **PRICE** £30
- **ESSENTIALS** 1-2 Players, DualShock 2, Memory Card

DETAILS

- Nines characters taken from the Worms universe.
- 15 different types of weapons.
- 60 puzzle levels.
- Eight Multi-player Challenges.

INSIGHT

Worms began in 1994 when Andy Davidson managed to get his *Total Wormage* published for the Amiga. Since then, a further seven versions have been made, selling over six million worldwide. Not bad for a violent invertebrate game.

SIDE PARTING: The middle section occasionally opens up in two-player, allowing you to stuff up your opponent's screen.

LAMPTON'S CHOICE

1. **FANTAVISION** The best and most innovative puzzler on PS2.
2. **SUPER BUST-A-MOVE** The popping colours classic as it should be – unmolested by worms.
3. **WORMS BLAST** A mish-mash of ideas that's ever so eager to please, but is more likely to irritate thanks to the cluttered gameplay.

PSM2 VERDICT

GAMEPLAY
+ A real challenge that requires concentration and subtlety
- Doesn't do justice to either *Worms* or *Bust-A-Move*

GRAPHICS
+ Presented with a cuddly cartoon gloss
- Anyone can draw a worm.

SOUND
+ A pleasant collection of splats and plops
- Lacks the cute helium shrieks from the original format

LIFESPAN
+ Designed to offer hours of multi-player joy.
- Far too fiddly to fully immerse yourself in.

OVERALL
A peculiar blending of two popular games that lacks the ferocity of the previous *Worms* and only serves to pollute a decent puzzler.

57

COMPOSTY

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HEAVYWEIGHT BOXING

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IMPORT REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

OUT UK NOW US NOW

STAR WARS: RACER REVENGE

"IT MIGHT NOT BE SET WITHIN THE ATTACK OF THE CLONES ERA BUT RACER REVENGE'S DNA'S ONLY A STEM CELL AWAY FROM SOMETHING VERY FAMILIAR"

STAR WARS: RACER REVENGE

"SHOULD BE A CLASSIC"

The first title of LucasArts' new rebel assault on PS2 hits the dirt as a buffed rocket sled racer. Here's hoping that George personally executed the *Super Bombad* team, then.

REVIEWER: Alex Cooke

INFO

- **CODE TESTED**
  NTSC (US)
- **DEVELOPER**
  Rainbow Studios
- **PUBLISHER**
  LucasArts
- **GAME TYPE**
  Racer
- **PRICE**
  US $49.99
- **EXTRAS**
  1-2 Players, DualShock 2, Memory Card

DETAILS

- Five different worlds from Gamorr, Tatooine, Suliust, Mon Calamari and Ryloth.
- 13 tracks.
- Eight Aggressive pod racers, including Anakin Skywalker.
- Ten locked pilots including Darth Maul and Lord Vader.
- Single Player, Spilt-screen and Tournament modes.
- Advanced and standard control modes.

Every Star Wars game should be a classic. The original trilogy has everything that an aspiring game designer could dream of – a teenage hero, a roguish renegade, a menacing overlord, armies of faceless automata, the whiff of incest and two crushingly camp robots. Yet, despite the Phantom Menace movie delving deeper in to Lucas' rich universe, all that lives long in most people's memories is the Pod race, that and another outing of those two 'theatrical' droids. Which might explain why the only games that have truly succeeded on Sony's machines have been those that have broken away from the stifling Episode One narrative.

Taking its cue from the moderately successful *Starfighter*, *Racer Revenge* uses the Phantom Menace world as a backdrop but moves its date to a long time ago, less about eight years. After growing from mop-haired brat to junior Jedi, Anakin Skywalker has returned to Tatooine to explore his dark side in the pod racing series that made the little chimps name. With the teenage Vader's home planet seeming to be a redneck backwater, his rivals have had nothing to do since that day than await his return to wreak their terrible revenge on his rocket sled. So now do you see where the title comes from?

NOSE: Nasal junk-dealer Watto provides the parts so long as you stump up the cash. He'll also shell if you *inflict* more damage.

"COURSES DEPART FROM THE MOVIE'S FLAT DESERT INTO THE FAMILIAR FORMULA OF TWISTING ROLLER COASTERS AND FRENZIED FULL-CONTACT RACING"

GOING, GOING, GUN-GAN

It might not be set within the Attack of the Clones era but *Racer Revenge*'s DNA is only a stem cell away something very familiar. Originally released as a DC and N64 effort two years ago, the genetic footprint of *WipEout* looms large within the game as the courses depart from the movie's flat desert into the familiar formula of twisting, turning roller coasters, frenzied full-contact racing and spending winnings on endless upgrades. However, the major departure from the Liverpool studio's seminal speedster is that these pods are unarmed, so violence has to be metered out by using your ships weighty engines as a battering ram. The motivation for this roughhousing is also a simple one. The hovering stereotype, Watto, will pay you handsomely for any downed scrap that he can recover. This also introduces another key aspect of *Revenge*'s play: repair and boost. With murder on the valley floor and no pit stops, repairs have to be made on the move – holding L1 patches up your smoking power plants at the cost of a slight loss of speed. To counteract this effect, another shoulder button lets you slam into overdrive with a brief burst of motion blur similar

RETURN TO ENDOR: Missing an off-ramp is a harsh punishment as you have to double back to regain the race.

LANDED GENTLY

With competitors coming from as far as Ploo 2, pod racing is truly the pan-galactic sport of choice for the modern psychopath. So the League represents this by travelling from damp jungle to uninhabitable volcanic tundra. Sadly, neither Hoth nor Degoba puts in an appearance.

I WILL MOCK YOU: Home of the porcine guards, Gamorr is a mixture of dense woodland and free-roaming grassy plains.

SAND TRAP: Despite the echoing calls of the Bantha, the backgrounds would benefit from random attacks from Sandpeople.

REEL TIME: Recreating the climatic scene from The Phantom Menace, the final track - the Boonta Eve Classic - follows out the film's course.

POD-U-LIKE

Along with our now pubic hero, the rest of the demented racers from the film have joined in the re-run. Anakin's bug-eyed rival, the knuckle-dragging Sebulba, along with eight other racers, has to be unlocked by completing the series.

BEAT SEVERER FOLD: Defeated almost a decade ago Sebulba has been awaiting the return of Anakin and his chance of revenge.

PODRACERS

WHO'S THE DADDY? Win everything with Anakin and you can unlock Darth Vader - who is, of course, Skywalker senior

▶ to *Burnout*. Of course, the bum side of this is that your engines can overheat, reducing you to flaming trackside rubble.

Numbering a disappointing 13, the tracks vary from the impressively long to the confusingly messy. There're also some – like Mon Calamari – that suffer with such a messy mix of ramps and perplexing paths that leave you unsure where you are meant to be heading. Also, the short cuts are so numerous that instead of close racing with a pack of razor-sharp rivals, pods cut in and out of view leaving you confused as to who's first or last. This feeling of bewilderment isn't helped by some erratic sounds. The films score seems tied to moments of action, so while you're engaged in a little bump and grind, the familiar music is triggered (accompanied by the abusive shouts of other drivers and the screech of metal on metal). However, when you take the lead, an eerie quiet falls as the repetitive commentator finally shuts up and you're left with the gutless engine's hum to keep you company.

INSIGHT

Like The X-Files' Chris Carter, George Lucas always inserts his own numerical references into films. In the final battle scene in the Phantom Menace, Jar Jar Binks manages to kill a droid bearing the number 1138, a nod to Lucas' first film THX 1138. A name so chosen because THX 1138 is the mnemonic form of Lucas' old phone number.

OCEAN SPRAY: The decent particle effects are used sparingly and in the case of the flaming torches, none too impressively.

PODS ON

To say *Revenge Racer* is too easy is unfair. It's incredibly easy, and incredibly brief. Luke Skywalker could complete it one-handed, but pretty much anyone could polish off the entire Tournament mode in about three hours. Granted, there is some replay value in trying to unlock the two Darths – Maul and Vader – but winning each race once is enough to reveal all of the other

"LUKE SKYWALKER COULD COMPLETE IT ONE-HANDED BUT PRETTY MUCH ANYONE COULD POLISH OFF THE ENTIRE TOURNAMENT MODE IN ABOUT THREE HOURS"

AFTER BURN: Watching the jets flame and the engines bounce on their tethers, these low angles make racing far harder instead of more realistic.

IMPACT POINT

Despite being anti-gravity sleds towed by monstrous engines, the pods behave mysteriously like wheeled vehicles. One of the few times that they break away from the orthodox physics is during this exciting undersea tunnel that snakes its way along the sea bed.

"FRUSTRATINGLY, THERE'S NO CHANCE TO RE-RACE THE SAME TOURNAMENT WITH YOUR CUSTOMISED SHIP"

INSIGHT

- British actor Peter Serafinowicz, who provided the voice of Darth Maul, also appeared in Channel 4 sitcom Spaced as Duane Benzie. The writers, Royal Family's Jessica Stevenson and Big Train's Simon Pegg, delighted in weaving his Phantom Menace lines into the script.

drivers and watch the trophy presentation with Jabba the Hut. But more frustratingly, there's no chance to re-race the same Tournament with your customised ship, or enter a higher class of chaos. Hell, surely it would've been worth Rainbow's effort to reverse the existing tracks or increase your rivals' abilities to spin out this less than epic effort?

CRUSTY THE CLONE

At least in a game so desperately short on new features, the controls add an interesting aspect. Not the orthodox setup, but the Advanced controls that let you slave the two tethered engines to the analogue sticks. Push forward on both and the beast lurches forward, pull back to open the airbrakes on either one to start a turn. It takes some time to get used to but once you master its tank-like approach, the game suddenly becomes briefly challenging, if not radically improved.

Even with a framerate that stays solidly smooth, even in two-player mode, *Revenge* isn't the best looking racer around. Some nasty pop-up and fogging takes the sheen off, as does an introductory pre-race talk-through that manages to make the game engine stutter and slow. Inbetween, though, the pods and characters are nicely designed, but the need to find a playable camera angle means you rarely see them, or the tracks at their best. Despite this, and it might be as unlikely as Darth Vader studying genealogy, this is one of the few console games to bear the Lucas license with any pride. The longevity might be pitiful and tracks variable but *Star Wars: Racer Revenge* is a simplistic arcade racer that should lay a few of those *Super Bombad* sweaty horrors to rest. It might not be hugely innovative but then neither was the movie. **PSM2**

LucasArts have sneaked this out onto the shelves already – maybe trying to cash in on Attack of the Clones hype?

TRAVELLING LIGHT: Only one of the 13 tracks exploits the pods' ability to fly through the air. The rest are almost jump-free.

JABBA'S CHOICE

1. **WIPEOUT FUSION**
   The sequel to a classic series that still manages to excite.
2. **STAR WARS: RACER REVENGE**
   Fun pod antics that turn the Clone Wars into something less substantial than the Four Days War.
3. **SUPER BOMBAD RACING**
   Ludicrous attempt at tiny-tots-meet-*Mario* cross-genre fertilisation. And it's shit.

PSM2 VERDICT

GAMEPLAY
+ A speedy blend of bumping, bashing and speeding
- Simple fun with sometimes confusing courses

GRAPHICS
+ Racing rarely slows down despite the other eight racers
- Some pop-up lurks within the murky backgrounds

SOUND
+ The John Williams score is, of course, brilliant
- Frequent patches of silence

LIFESPAN
+ A small one-player is buttressed with the second racer
- Hours not days of briefly entertaining play await the soloist

OVERALL
Another Star Wars game that isn't as good as it could be. Aggressive, entertaining and accomplished enough, but too brief and shallow.

66

CHEWIE

FAST FACTS ABOUT DVD VIDEO

1 DVD stands for Digital Versatile Disc
2 A DVD disc offers double the picture resolution of VHS – 500 line as opposed to 250 lines.
3 DVD delivers widescreen, so no more nasty panned and scanned film transfers.
4 DVD reproduces DTS and Dolby Digital surround sound at cinema sound quality.
5 DVD discs can't suffer a loss of quality from numerous viewings.
6 DVD players will also play CDs and Video-CDs.
7 DVD players in the UK play Region Two discs. US Imports are Region One. Annoyingly

JUDE, WHERE'S MY CAR? The automaton and the gigolo.

OUT UK NOW

AI: ARTIFICIAL INTELLIGENCE

Mechanical moppet goes on quest for Pinocchio-style humanity and platonic love with a male, automated hooker. Well, it *sounds* like Kubrick...

STARRING ..... Haley Joel Osment, Jude Law, Sam Robards, Frances O'Connor, Clark Gregg, Brendan Gleason, William Hurt
DIRECTOR ..... Steven Spielberg
CERTIFICATE 12
PRICE £24.99

Steven Spielberg directs his own script from an original concept by Stanley Kubrick. Or, The Further Adventures Of Spielberg And Kubrick (Deceased)... The thought of the Spielbeard returning to solid sci-fi territory (and scribbling his own screenplay for the first time since *Close Encounters*) had fans and film-goers damping their trolleys in anticipation. And the idea that the flick was derived from a project Kubrick had been kicking around for years led to endless speculation.

Could the two directors' radically different styles mesh to make a coherent film? Could Spielberg, noted for his emotional soup-filled films translate the usually hard, frosty-edged themes of the man responsible for the likes of 2001 and A Clockwork Orange? Would this be one of the treats in a summer that was looking increasingly shabby and disappointing? The answer, surprisingly, was both yes and no.

With precociously talented thesp-boy Haley Joel Osment snapped up from his Oscar-nominated *Sixth Sense* turn, Spielberg had the perfect robot child. And Osment, to his credit, delivers. He suits the slightly unnatural quality of David perfectly, and his initially stilted performance is everything an android child should be.

'Stilted' is a good word to describe the early portions of the movie itself – not in a bad way, because that was exactly the sort of emotionless, hard-science fiction look and feel that Spielberg was after. We're meant to be slightly disturbed and put off. And even when David's abandoned by his mother and goes on the run with his fellow mechanicals to avoid capture and destruction, you get the feeling that this is the *ET* helmer channelling his dead colleague, because there're some seriously disturbing scenes of robo-torture and violence.

COLD FUSION

And then, right when you've finally started to think that maybe Spielberg did right by Kubrick's vision, he goes and ruins it all. Yes, we're talking that ending. This is where we warn you to turn back if you haven't seen the film – because we're about to blow it for you...

It's almost as if Spielberg's schmaltzy heart rebelled and latched back on to the Pinocchio theme with both hands, intending to wring all the possible tears from an ending that's more likely to have you puking into a tissue than weeping into it. David's quest to find the Blue Fairy takes him to a sunken New York, a confrontation with his creator (William Hurt) and an appointment with the sea bed. There, he's trapped for millennia before being woken by... what? Robots? Aliens? (We're reliably informed that the creatures are advanced robo-types). They grant him his 'wish' – time with his mother and everyone in the audience starts knocking their heads against the nearest flat surface to try and dislodge this Haribo-thick image from their brain... **PSM2**

INSIGHT

- *Jurassic Park* kid, Joe Mazello, was originally selected by Kubrick to play David.
- Osment doesn't blink during the film to make him seem more robotic.
- Robin Williams is the voice of the holographic info-spouter, Dr Know.

TWIKI'S CHOICE

1 **2001: A SPACE ODYSSEY**
Stan's trippy space encounter.

2 **DR STRANGELOVE**
War! What is it good for? Er... comedy?

3 **AI: ARTIFICIAL INTELLIGENCE**
A stunning meeting of great directorial minds becomes a slushy, overlong fable.

PSM2 VERDICT

EXTRAS
How AI: Artificial Intelligence Was Brought to the Screen documentary ⧉ Production Design featurette ⧉ Interviews with Spielberg, Haley Joel Osment, and Jude Law ⧉ Behind-the-Scenes featurettes ⧉ Development And Creation of Robots of AI ⧉ creation of SFX on set with Effects Supervisor Michael Lantieri ⧉ Interviews with Dennis Muren and Scott Farrar of ILM ⧉ Visit to Skywalker Sound ⧉ John Williams on Scoring AI storyboard sequences ⧉ Production drawings ⧉ Photo gallery ⧉ Trailer

OVERALL
The advanced robo-visuals don't quite make up for that ending, despite Osment's impressively mature performance. Plenty of extras, though.

60

MECHANICAL

Kobal Collection/Paramount

OUT UK now

MOULIN ROUGE

Ditch what you know about musicals – this taps in to a whole new generation of glitz.

STARRING Nicole Kidman, Ewan McGregor, Jim Broadbent, John Leguizamo, Richard Roxburgh, Kylie Minogue
DIRECTOR Baz Luhrmann
CERTIFICATE 12
PRICE £22.99

This is one of those movies that could have gone either way. True, it sprang from the mind of Baz Luhrmann, who had worked wonders pumping dull old Shakespeare into vibrant MTV-style action. But it was a musical. Nobody did musicals anymore – all that *cheese*. Characters breaking into song? Dance routines? Give us a break... The film was beset by problems, with Kidman injuring herself on the set and rumours that this was the film-maker's folly – a grand experiment that just couldn't be pulled off and would make him a laughing stock

Fortunately for him – and everyone who went to see it – Moulin Rouge is a bloody revelation. Musicals might not be for everyone, but those who 'get' it, love it. And those who thought they hated musicals were carried away by the infectious energy.

Luhrmann's genius was taking the basic structure of a classic musical and having as much fun with it as humanly possible. At times it's insane, with bursting colours, dizzying visuals and frenetic, migraine-inducing performances. How many films start with a mad rush through the streets of Paris with characters cut from CG cardboard and the sort of zooms that make your eyes sweat? The next element is the vital one – music. Lashing together the orchestral traditions with some very recognisable modern tunes (including contributions by everyone from Bowie and the Beatles to Nirvana and Whitney Houston) makes the whole thing accessible. When you aren't marvelling at the look of it all, you're recognising a favourite song or relishing an OTT performance. All the actors get into the spirit of the thing, with Kidman and Ewan McGregor as a tragic yet likeable central pair, guiding us through the story. Others are just plain entertainment – such as Jim Broadbent's hilarious club owner. *Moulin Rouge* isn't perfect – the plot is occasionally left to wither and die like its leading lady. But by the time the odd slow patch crops up, you're having too much fun to really worry about those moments. And despite the exuberance, Luhrmann never forgets the tragedy of the tale – this is another take on star-crossed lovers (a theme that runs through all of his films) who, like in *Romeo + Juliet*, are destined for depression.

INSIGHT

- Kidman and McGregor were taught to sing for the film.
- Kidman fractured a rib while filming, causing a two-week delay.
- The set features signs and props recycled from Luhrmann's *Romeo + Juliet*.

CAN-CAN DO

But there's a happy ending for the DVD of *Moulin Rouge*. With typical Luhrmann care and attention, there's a loaded disc to support his outstanding movie. We're treated to two commentaries (both featuring the director with various different contributors) and there's more than anyone could need to know about how the scenes were constructed, the musical numbers arranged and shot and how the script developed.

Didn't get quite enough of your favourite moment? Chances are it'll be explored in depth with new material and a full deconstruction of how the film-makers got it to work. **PSM2**

STAGE FRIGHT: MTV collides with the West End in Baz Luhrmann's spectacular show.

LA RUE'S CHOICE

1. **MOULIN ROUGE** Kidman and McGregor do glam tragedy.
2. **HEDWIG AND THE ANGRY INCH** Transsexual does revenge rockin'.
3. **DANCER IN THE DARK** Bjork does hoofing. Lars Von Trier subverts the genre.

PSM2 VERDICT

EXTRAS
Production Commentary by Baz Luhrmann, Catherine Martin and Don McAlpine ▣ Writing Commentary by Baz Luhrmann and Craig Pearce ▣ Eight Behind the Scenes Branches ▣ The Making Of Moulin Rouge HBO Special ▣ Five 'Star' Featurettes ▣ Early Drafts of Screenplay ▣ Videos, multi-angles, trailers, easter eggs ... loads

OVERALL
A fantastic warbling and hoofing piece of post-modern entertainment with a disc that boasts as many extras as the film itself.

87

OPERATIC

SPACED: SERIES 2

OUT UK now

STARRING Simon Pegg, Jessica Stephenson
DIRECTOR Edgar Wright
CERTIFICATE 15
PRICE £19.99

The *Spaced* crew return with a new series of sci-fi/movie/game references that any hardcore fan should love. Managing to cram in great genre gags, real feeling and utter lunacy, *Spaced* is more than just your average flatshare farce. It dares to try something new and original while still managing to be entertaining. Of course, you'll probably get more out of it if you get the references, so DVD's the best format to enjoy it on, with the creators more than ready to stuff the disc with hilarious commentaries, deleted scenes, outtakes and a 'Homage-O-Meter' of references. **PSM2** **90**

ENEMY OF THE STATE: SPECIAL EDITION

OUT UK now

STARRING Will Smith, Gene Hackman, John Voight, Lisa Bonet
DIRECTOR Tony Scott
CERTIFICATE 15
PRICE £15.99

Jerry Bruckheimer reunites with one of his workmanlike directors to punch out a pretty entertaining tale of spy satellites, shadowy organisations and capital corruption. Will Smith turns on the charm as a lawyer caught up in a web of secrecy, but he's really just there to look scared and then play the action man. Gene Hackman essentially replays his character from *The Conversation* and there's the usual gallery of bit-part actors as government agents, but it all melds together to create a reasonably solid actioner with decent effects. **PSM2** **55**

ALSO RELEASED

MARATHON MAN
Released Out Now **Cert** 18 **Price** £19.99
An early, sublime Dustin Hoffman performance anchors this thriller involving Nazi diamonds and a nutcase teeth-checker who knows his torture **78**

BABYLON 5: IN THE BEGINNING
Released Out Now **Cert** PG **Price** £19.99
Big battles, actually 'alien' aliens and epic storylines. OK, so it all went a little wrong at the end, but this is a reminder of what it could do best. **40**

AKIRA: SPECIAL EDITION
Released Out Now **Cert** 15 **Price** £24.99
For many, this was an introduction to Manga. And what a start – incredible visuals, brain-stretching plots and in-animation-only action. Classic **92**

THE WEST WING BOX SET
Released Out Now **Cert** 12 **Price** £34.99
They've split the first season into two halves (arse) and there're few extras to speak of, but the quality of the show more than shines through. **75**

EXISTENZ
Released Out Now **Cert** 18 **Price** £9.99
Cronenberg's disturbing comment on videogames and reality often misses the mark spectacularly, but this is still a watchable, and weird, thriller **60**

THE FORSAKEN
Released Out Now **Cert** PG **Price** £19.99
There're some great modern vampire flicks... but this isn't one of them. College kid picks up a hitchhiker who's been bitten by a vampire. Yawn **30**

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PSM2 CHARTS

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CHARTS FOR MONTH ENDING FEB 20

PS2 TOP 20

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	GAME NAME	Publisher	Developer
1	NEW ENTRY!			State of Emergency	Take 2	VIS Entertainment
2	1	5	1	Grand Theft Auto 3	Take 2	DMA Design
3	2	2	2	Max Payne	Take 2	3D Realms
4	NEW ENTRY!			WipEout Fusion	Sony	Studio Liverpool
5	NEW ENTRY!			Legends of Wrestling	Acclaim	Acclaim Studios
6	NEW ENTRY!			Monsters, Inc.	Sony	Disney Interactive
7	NEW ENTRY!			Ace Combat 4: Distant Thunder	Sony	Namco
8	3	3	3	007 in... Agent Under Fire	EA	EA
9	20	3	2	TimeSplitters	Eidos	Free Radical
10	4	3	4	Pro Evolution Soccer	Konami	KCET
11	6	3	5	Tony Hawk's Pro Skater 3	Activision	Neversoft
12	8	2	8	Top Gun: Combat Zones	Virgin	Digital Integration
13	NEW ENTRY!			Moto GP2	Sony	Namco
14	NEW ENTRY!			Herdy Gerdy	Eidos	Core Design
15	NEW ENTRY!			Cricket 2002	EA	EA
16	19	2	16	Salt Lake 2002	Eidos	Attention to Detail
17	RE-ENTRY!			Burnout	Acclaim	Criterion
18	18	8	1	Gran Turismo 3: A-spec	Sony	Polyphony Digital
19	12	3	12	Crash Bandicoot: Wrath Of Cortex	Vivendi	Traveller's Tales
20	NEW ENTRY!			UEFA Champions League	Take 2	Silicon Dreams

JAPANESE TOP 5

1	NEW ENTRY!			Sangokushi Senki	Konami	Koei
2	NEW ENTRY!			Virtua Fighter 4	Sony	Sega
3	NEW ENTRY!			Samurai	Spike	Spike
4	NEW ENTRY!			Space Channel 5 Part 2	Sony	Sega
5	NEW ENTRY!			Final Fantasy X: International	Sony	Square

US TOP 5

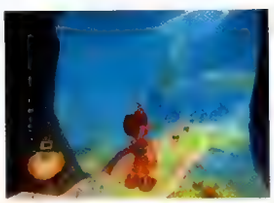
1	1	4	1	Grand Theft Auto 3	Rockstar	DMA Design
2	2	2	2	Final Fantasy 10	Sony	Square
3	NEW ENTRY!			NBA 2K2	Sega	Visual Concepts
4	4	6	1	Madden NFL 2002	EA	EA
5	NEW ENTRY!			Metal Gear Solid 2	Konami	KCEJ

STATE OF EMERGENCY

As big fans of chaos and mayhem, we were looking forward to helping ourselves to domestic appliances and laying in to the forces of law and order. Unfortunately, we got bored. Very quickly.

LEGENDS OF WRESTLING

It's Hulk before he went Hollywood (talking boats, helping tiny orphans and generally acting like an arse). Still a good blast, though. Especially hitting Jerry 'The King' Lawler with a guitar.

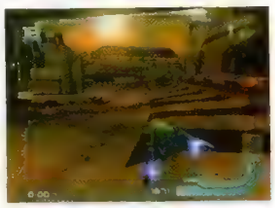


HERDY GERDY

Terrible name, looks fantastic – despite the beef-jerky framerate and iffy camera. It's just a shame that this wasn't the Disneyfied *Lemmings* we wanted. Oh, and the next game with talking moles in it gets flushed. We mean it.

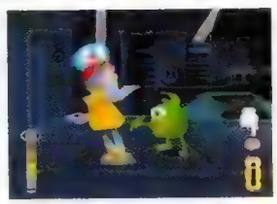
SANGOKUSHI SENKI

Imagine *Kessen* and *Dynasty Warriors* poured into an industrial game mixer – this tactical game of fightin' warlords and peasant-battering heroism, that lets you firebomb *entire* villages, would gloop out. Feuda!!



WIPEOUT FUSION

Like catching up with the grooviest guy in school after ten years only to find him still swigging from a bottle of Malibu and banging on about the soulboy rival night he's running in a scout hall near Chippenham. Move on, people, move on.



MONSTERS, INC.

The cut-scenes are from the film, the game's from the Dark Ages. The kids aren't even real, fer chrissakes. Buy *Jak and Daxter* and wait for the film on DVD – you can switch between the two. Anything's better than this.

UEFA CHAMPIONS LEAGUE

We've got this theory, right, that all over the South East, groups of friends are staring at this in disbelief. If anyone deserves to get stung by a poor football license, it's Man United supporters. Bless

NBA 2K2

They keep churning them out, and we keep ignoring them. Sega's squeaky-floored slam dunker looks ace, but it's still had Americans moaning about iffy defensive AI and 'non-participate dialogue'. At least we recognise Michael Jordan.

NEW & IMPROVED

HOW IT WORKS...

Absolute PS2 is a run-down of all the available UK PAL games PSM2 have put through the wringer. We've also included some choice, or interesting, NTSC import titles that might appeal to diehard gamers with import machines.

YOUR EASY GUIDE TO PSM2'S PAST REVIEWS - UPDATED EVERY ISSUE

ABSOLUTE PS2

PSM2 reviews are *the* definitive opinion – your best friend in the game-buying minefield. Check before you, er... cheque.

ACTION-ADVENTURE

7 BLADES
Publisher> Konami
Version> PAL **Issue**> #11 — 72
An action-lead game that'll satisfy slash-em-up fiends

AIRBLADE
Publisher> Sony
Version> PAL **Issue**> #16 — 77
Not deep enough to offer limitless trick potential

ALONE IN THE DARK: THE NEW NIGHTMARE
Publisher> Infogrames
Version> PAL **Issue**> #15 — 66
Dumps any pretensions of originality for lumpen familiarity

BALDUR'S GATE: DARK ALLIANCE
Publisher> Virgin Interactive
Version> PAL **Issue**> #17 — 70
Fast, good looking and addictively fun to play

BATMAN VENGEANCE
Publisher> Ubi Soft
Version> PAL **Issue**> #17 — 48
Super-game turned super-villain thanks to daft level design

DEVIL MAY CRY
Publisher> Capcom
Version> PAL **Issue**> #15 — 90
Blindingly gorgeous and cracking to play

DNA: DARK NATIVE APOSTLE
Publisher> Virgin Interactive
Version> PAL **Issue**> #16 — 37
Looks ragged and makes you work hard for very little gain

DRAKAN: THE ANCIENTS' GATES
Publisher> Sony
Version> PAL **Issue**> #20 — 75
Cracking adventure let down by seen-it-all-before gameplay

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE
Publisher> Sony
Version> PAL **Issue**> #18 — 52
Illogical puzzles and missions harpoon any fun instantly – this is distinctly average stuff

EXTERMINATION
Publisher> Sony
Version> PAL **Issue**> #09 — 78
Action, gunplay and panic, despite an unoriginal story

FRANK HERBERT'S DUNE
Publisher> Cryo
Version> PAL **Issue**> #20 — 22
Remedial AI, ham-fisted controls and a terrible game

GIANTS: CITIZEN KABUTO
Publisher> Interplay
Version> PAL **Issue**> #17 — 80
Good level design and the novelty of playing as three sides

GRAND THEFT AUTO 3
Publisher> Take 2
Version> PAL **Issue**> #16 — 92
Amoral and the attention to detail keeps you hooked

HEADHUNTER
Publisher> Sony
Version> PAL **Issue**> #19 — 81
An action adventure of Hollywood proportions from Sega

ICO
Publisher> SCEA
Version> NTSC **Issue**> #17 — 85
Strikes new ground for creative gaming. Less literally, is more

MAX PAYNE
Publisher> Take 2
Version> PAL **Issue**> #19 — 82
Stylish, dark and violent but marred by ropey looks

MDK2 ARMAGEDDON
Publisher> Interplay
Version> PAL **Issue**> #09 — 76
Some inventive ideas let down by basic design flaws

METAL GEAR SOLID 2
Publisher> Konami
Version> PAL **Issue**> #20 — 96
BEST ACTION TITLE Worth every bit of the hype

ONI
Publisher> Take 2
Version> PAL **Issue**> #07 — 62
Hi-tech combat lost in dull environments littered with crates

ONIMUSHA
Publisher> Capcom
Version> PAL **Issue**> #07 — 80
Survival horror with the emphasis on carnage not tension

OPERATION WINBACK
Publisher> KOEI
Version> NTSC **Issue**> #08 — 68
Compelling, but nowhere near *MGS2*.

RESIDENT EVIL CODE: VERONICA X
Publisher> Capcom
Version> PAL **Issue**> #13 — 80
This revisit to the zombie hell is familiar, but scary, stuff

RUNE: VIKING WARLORD
Publisher> Take 2
Version> PAL **Issue**> #13 — 56
Visually inept at times, but still enough fun to interest

SHADOW OF ZORRO
Publisher> Cryo
Version> PAL **Issue**> #20 — 35
Interesting, but too clumsy to be anything approaching fun

SHADOW MAN: 2ECOND COMING
Publisher> Acclaim
Version> PAL **Issue**> #20 — 68
Brave, enjoyable but ultimately flawed

SILENT HILL 2
Publisher> Konami
Version> PAL **Issue**> #15 — 88
If you can accept the short duration the impact's unrivalled

SOUL REAVER 2
Publisher> Eidos
Version> PAL **Issue**> #17 — 78
A total revamp – not fresh, but still tasty

STATE OF EMERGENCY
Publisher> Take 2
Version> PAL **Issue**> #20 — 75
Non-stop, entertaining violence that's just a bit shallow

THE MUMMY RETURNS
Publisher> Vivendi
Version> PAL **Issue**> #17 — 46
Flawed controls and stilted gameplay. Not fun

WARRIORS OF MIGHT & MAGIC
Publisher> 3DO
Version> PAL **Issue**> #09 — 24
Stinks. Bad level design's only the start of many problems

X SQUAD
Publisher> EA
Version> PAL **Issue**> #06 — 59
Average. Bland graphics and poor puzzles don't help, either

ADVENTURE

ESCAPE FROM MONKEY ISLAND
Publisher> Activision
Version> PAL **Issue**> #12 — 82
Thoughtful, funny and addictively gentle

ACTION-STRATEGY

DROPSHIP
Publisher> Sony
Version> PAL **Issue**> #18 — 75
An explosive title with a frustrating difficulty level

DYNASTY WARRIORS 2
Publisher> Midas
Version> PAL **Issue**> #04 — 78
Fast-paced action with excellent, but foggy, game structure

DYNASTY WARRIORS 3
Publisher> Namco
Version> NTSC **Issue**> #20 — 71
A lack of innovation leaves this as just a decent update

PROJECT EDEN
Publisher> Eidos
Version> PAL **Issue**> #14 — 86
A rare combination of brains and guns – looks good, too

ARCADE

18 WHEELER
Publisher> Acclaim
Version> PAL **Issue**> #19 — 36
Simplistic, one-dimensional and extremely dull racer

CITY CRISIS
Publisher> Take 2
Version> PAL **Issue**> #16 — 62
The lack of variety extinguishes the long-term appeal

CRAZY TAXI
Publisher> Acclaim
Version> PAL **Issue**> #10 — 80
Undeniably an incredibly addictive but short, arcade hoot

GAUNTLET
Publisher> Midway
Version> PAL **Issue**> #10 — 32
Best as a multi-player, but you'll all suffer together

GRADIUS 3 & 4
Publisher> Konami
Version> PAL **Issue**> #02 — 29

An arcade-perfect conversion of a dull shoot-em-up

SPY HUNTER
Publisher> Midway
Version> PAL **Issue**> #14 — 79
A beautifully crafted thrill with an undeniable sense of style

SILPHEED
Publisher> Working Design
Version> PAL **Issue**> #03 — 51
Burns bright to the bitter, but quickly finished, end

BEAT-EM-UP

BLOODY ROAR 3
Publisher> Virgin Interactive
Version> PAL **Issue**> #11 — 79
Not much depth, but lots of explosions, acrobatics and fun

CAPCOM VS SNK 2: MARK OF THE MILLENNIUM 2001
Publisher> Capcom
Version> PAL **Issue**> #17 — 83
Probably the best 2D fighter ever

DEAD OR ALIVE 2
Publisher> SCEE
Version> PAL **Issue**> #05 — 83
Comic bosoms are no substitute for solid two-player scraps

GUILTY GEAR X
Publisher> Virgin Interactive
Version> PAL **Issue**> #17 — 78
Sparky, but not quite as good as *Capcom Vs SNK 2*

KENGO
Publisher> Ubi Soft
Version> PAL **Issue**> #09 — 60
This could've been something special, instead it's dull

STREET FIGHTER EX3
Publisher> Capcom
Version> PAL **Issue**> #05 — 79
A worthwhile update of an elderly series

TEKKEN TAG TOURNAMENT
Publisher> SCEE
Version> PAL **Issue**> #04 — 87
The genre-defining master of violence

THE BOUNCER
Publisher> SCEE
Version> PAL **Issue**> #11 — 66
A passable evening's rented entertainment

VIRTUA FIGHTER 4
Publisher> Sony
Version> NTSC **Issue**> #20 — 87
BEST BEAT-EM-UP The most challenging fighter for ages

WWF SMACKDOWN! JUST BRING IT
Publisher> THQ
Version> PAL **Issue**> #16 — 80
More a next-gen tweaking of *Know Your Role*

BEMANI

DANCE SUMMIT 2001
Publisher> Enix
Version> NTSC **Issue**> #06 — 60
Lots of funny and genuinely impressive moments

JUNGLE BOOK GROOVE PARTY
Publisher> Ubi Soft
Version> PAL **Issue**> #10 — 50
Tiny Disney fans will enjoy it, however briefly

PARAPPA THE RAPPER 2
Publisher> Sony
Version> NTSC **Issue**> #16 — 78
The sherbert-flavoured antidote to everything bleak on PS2

SPACE CHANNEL 5
Publisher> Sony
Version> PAL **Issue**> #20 — 56
Stylish, sci-fi candy bemani with frustrating, limited gameplay

DRIVING

4X4 EVOLUTION
Publisher> Take 2 Interactive
Version> PAL **Issue**> #08 — 40
An essentially dull SUV racer

ARCTIC THUNDER
Publisher> Midway
Version> PAL **Issue**> #16 — 58
Extremely average arcade shoot-and-race effort

ATV OFFROAD FURY
Publisher> Sony
Version> NTSC **Issue**> #09 — 70
A pity SCEA couldn't have compromised on the realism

BURNOUT
Publisher> Acclaim
Version> PAL **Issue**> #15 — 88
An ideal foil to *GT3*'s smart-arsed sensibilities.

C.A.R.T. FURY
Publisher> Midway
Version> PAL **Issue**> #12 — 65
Relentless in action, but dodgy graphics let it down.

DRIVEN
Publisher> bam! Entertainment
Version> PAL **Issue**> #17 — 46
Dumb, vacuous, tired and ultimately shallow

DRIVING EMOTION TYPE-S
Publisher> Squaresoft
Version> PAL **Issue**> #01 — 57
Over-realistic handling makes it damn-near unplayable.

EXTREME-G 3
Publisher> Acclaim
Version> PAL **Issue**> #13 — 60
Close, but absolutely miles away at the same time

FORMULA ONE 2001
Publisher> Sony
Version> PAL **Issue**> #09 — 84
A rewarding challenge for any race fan willing to rise to it

F1 2001
Publisher> EA
Version> PAL **Issue**> #15 — 84
Accessible but with enough depth to keep F1 veterans busy

F1 CHAMPIONSHIP SEASON 2000
Publisher> EA
Version> PAL **Issue**> #05 — 47
A poor quality title – basically a PSone game on PS2

F1 RACING CHAMPIONSHIP
Publisher> Ubi Soft
Version> PAL **Issue**> #07 — 66
Fine – just don't expect too much of it

G-SURFERS
Publisher> Midas
Version> PAL **Issue**> #16 — 49
Spend 40 quid on Scalextric kit instead

GRAN TURISMO 3
Publisher> Sony
Version> PAL **Issue**> #13 — 93
BEST RACING TITLE Astounds and challenges

GRAN TURISMO CONCEPT
Publisher> Sony
Version> NTSC **Issue**> #19 — 80
New cars, but GT pros might feel short-changed

GTC: AFRICA
Publisher> Rage
Version> PAL **Issue**> #16 — 74
Lovely to look at, but uninspiring to play

JET SKI RIDERS
Publisher> Eidos
Version> PAL **Issue**> #18 — 38
About as half as good as *Splashdown* in every respect

LEGO RACERS 2
Publisher> Lego Software
Version> PAL **Issue**> #18 — 42
Simple racing for tots with some decent construction

LE MANS 24 HOURS
Publisher> Infogrames
Version> PAL **Issue**> #12 — 73
Can't compete with *GT3* in an already crowded field.

LOONY TUNES SPACE RACE
Publisher> Infogrames
Version> PAL **Issue**> #19 — 65
Simple, but provides loads of smooth thrills and giggles.

LOTUS CHALLENGE
Publisher> Virgin Interactive
Version> PAL **Issue**> #16 — 60
Cloying controls, poor racing and frustrating challenges

MIDNIGHT CLUB
Publisher> Take 2
Version> PAL **Issue**> #03 — 72
Some nice touches compromised by reality-check graphics

MOTO GP2
Publisher> Namco
Version> PAL **Issue**> #19 — 71
Solid racing and a few added extras don't make this radical

MX 2002
Publisher> THQ
Version> PAL **Issue**> #14 — 78
Not the fusion of racer and sim that it tries to be.

MX RIDER
Publisher> Atari
Version> PAL **Issue**> #15 — 62
An ordinary addition to an ordinary racing genre

NY RACE
Publisher> Wanadoo
Version> PAL **Issue**> #17 — 40
Manages to enrage and bore at the same time..

PARIS-DAKAR RALLY
Publisher> Acclaim
Version> PAL **Issue**> #15 — 60
Intriguing racer with uninspired and tepid presentation

PENNY RACERS
Publisher> Midas
Version> PAL **Issue**> #16 — 43
A bright and solid dinky racer. Cheap as well

RC REVENGE PRO
Publisher> Acclaim
Version> PAL **Issue**> #04 — 56
A diverting racer that doesn't take itself too seriously

RIDGE RACER 5
Publisher> Namco
Version> PAL **Issue**> #01 — 72
Fast, undeniably attractive and always fun to play

RUMBLE RACING
Publisher> EA
Version> PAL **Issue**> #10 — 76
Arcade-style knockabout racing at its idiotic best.

SMUGGLER'S RUN
Publisher> Take 2
Version> PAL **Issue**> #03 — 75
Not enough one-player depth to really engage.

SMUGGLER'S RUN 2: HOSTILE TERRITORY
Publisher> Take 2
Version> PAL **Issue**> #17 — 77
Too intense and samey

SPLASHDOWN
Publisher> Atari
Version> PAL **Issue**> #16 — 75
High-adrenaline racing can't atone for the lack of innovation

STAR WARS: SUPER BOMBAD RACING
Publisher> Activision
Version> PAL **Issue**> #11 — 45
A flawed karter despite having a diddy Darth Maul

STUNT GP
Publisher> Titus
Version> PAL **Issue**> #16 — 38
We can't be arsed to play this again and neither will you

SUPERCAR STREET CHALLENGE
Publisher> Activision
Version> PAL **Issue**> #18 — 36
Spend £30 on *Burnout* instead, this is a waste of time

TEST DRIVE: OFFROAD WIDE OPEN
Publisher> Infogrames
Version> PAL **Issue**> #16 — 44
No originality – it's more reliant on luck than skill

THE FLINTSTONES: VIVA ROCK VEGAS
Publisher> Swing! Entertainment
Version> PAL **Issue**> #18 — 13
Utterly rubbish

THE SIMPSONS ROAD RAGE
Publisher> EA
Version> PAL **Issue**> #16 — 76
Feels lightweight next to *Crazy Taxi*. But great design

TOKYO XTREME RACER
Publisher> Ubi Soft
Version> PAL **Issue**> #13 — 38
No taunts, betting and revving up at the lights. Weak

TOP GEAR DARE DEVIL
Publisher> Planet
Version> PAL **Issue**> #04 — 62
Like an attractive 3D *Pac-Man*, only in small cars.

WACKY RACES
Publisher> Infogrames
Version> PAL **Issue**> #11 — 63
Looks nice, but let down by some really annoying flaws

WILD WILD RACING
Publisher> Rage
Version> PAL **Issue**> #03 — 71
Frustrating controls make this an exasperating ride

WIPEOUT FUSION
Publisher> Sony
Version> PAL **Issue**> #19 — 73
PS2 already has its killer apps, relegating this to a shiny sequel

WORLD RALLY CHAMPIONSHIP
Publisher> SCEE
Version> PAL **Issue**> #17 — 87
Looks ace and handles brilliantly. Currently the only rally heavyweight on PS2, although *V-Rally* and *Colin McRae* will be after a piece of the action in 2002. This is still the benchmark, though – expect a sequel to arrive this winter

> HAVE YOU JUST TRODDEN IN SOMETHING? THE FIVE PAL GAMES TO AVOID

Eyeing up that unknown bargain? Mate just promised a two-for-one swap deal that looks pretty tempting? Well, fasten your purse, because if it's in here then it stinks. Never part with a shilling without asking our advice first – these are the five games that we happily snap and splinter if the day's going a bit slow

01 > INTERNATIONAL LEAGUE SOCCER
When Roy sleeps at night on his big bed of money, does he hear the weeping of ripped-off fans?

02 > IRON ACES 2
Chase the tiny dot! Watch it disappear in a puff of giant pixels! Interested in Spitfires? Buy a book instead

03 > ARMY MEN: GREEN ROGUE
As big an argument for draconian controls on genetic engineering as you'll ever find

04 > FRANK HERBERT'S DUNE
Frank Spencer's Dune, more like *Pfffttt* . Or Frank Butcher's Dune *Hurk!* Oh, we could go on

05 > MUSIC MAKER
"Better than anything I know," says DJ Scrot on the back of the box. All attempts to trace Mr Scrot have so far failed

MORE REVIEWS OVER THE PAGE...

ABSOLUTE PS2

"YOUR BEST FRIEND IN THE GAME-BUYING MINEFIELD"

FIRST-PERSON SHOOTER

HALF-LIFE
Publisher> Vivendi
Version> PAL **Issue**> #16 — 90
BEST FPS TITLE If you've not played it on PC it's a must

JAMES BOND 007 IN... AGENT UNDER FIRE
Publisher> EA
Version> PAL **Issue**> #17 — 88
Every element thrown in so fast you can't help but enjoy it

QUAKE 3 REVOLUTION
Publisher> Bullfrog
Version> PAL **Issue**> #08 — 85
Bridging the gap where *Unreal* ends and *TimeSplitters* begins

RED FACTION
Publisher> THQ
Version> PAL **Issue**> #11 — 88
An entertaining action adventure that's not without flaws

RESIDENT EVIL SURVIVOR 2 CODE: VERONICA
Publisher> Capcom
Version> PAL **Issue**> #20 — 41
Slow, tedious and about as chilling as a week-old kitten.

TIMESPLITTERS
Publisher> Eidos
Version> PAL **Issue**> #04 — 86
Great multi-player, challenges and Level Editor

UNREAL TOURNAMENT
Publisher> Infogrames
Version> PAL Issue> #07 — 82
Excellent single-player mode. Fails badly in multi-player

FLIGHT SIM

ACE COMBAT 4: SHATTERED SKIES
Publisher> Namco
Version> NTSC **Issue**> #17 — 80
Superb in places with some genuinely thrilling moments

SKY ODYSSEY
Publisher> SCEE
Version> PAL **Issue**> #08 — 79
Hugely addictive with a real sensation of flight. Chilled

MECH

ARMORED CORE 2
Publisher> Ubi Soft
Version> PAL **Issue**> #06 — 54
Awkward controls, tiny arenas and spiteful difficulty

GUN GRIFFON BLAZE
Publisher> Virgin
Version> PAL **Issue**> #06 — 70
Big respect from us

RING OF RED
Publisher> Konami
Version> PAL **Issue**> #10 — 74
Lush battles and loads of strategy – a bit like chess

ROBOT WARLORDS
Publisher> Midas Interactive
Version> PAL **Issue**> #08 — 46
A derivative title that's very average

ROBOT WARS: ARENAS OF DESTRUCTION
Publisher> BBC
Version> PAL **Issue**> #16 — 63
Panic action that'll leave you grinning

ZONE OF THE ENDERS
Publisher> Konami
Version> PAL **Issue**> #07 — 84
BEST MECH TITLE Short, but intense battling action

PLATFORMER

CRASH BANDICOOT: THE WRATH OF CORTEX
Publisher> Vivendi
Version> PAL **Issue**> #17 — 66
Next-gen reworking of Crash's 32-bit past glories

DISNEY'S DINOSAUR
Publisher> Ubi Soft
Version> PAL **Issue**> #05 — 35
A lame game launching on the back of a successful film

DONALD DUCK: QUACK ATTACK
Publisher> Ubi Soft
Version> PAL **Issue**> #06 — 29
Stunningly basic and enormously dull.. even for kids

EVIL TWIN: CYPRIEN'S CHRONICLES
Publisher> Ubi Soft
Version> PAL **Issue**> #19 — 30
Commits every platform sin and the plot's utterly baffling.

FREAK OUT
Publisher> Swing! AG Media
Version> PAL **Issue**> #13 — 79
Not classic due to a repetitive structure and short lifespan

GIFT
Publisher> Acclaim
Version> PAL **Issue**> #12 — 51
More playable and less 'weird' would've helped

JAK AND DAXTER
Publisher> Sony
Version> PAL **Issue**> #18 — 85
BEST PLATFORMER Massive, gently enthralling and fun
Let's hope Naughty Dog pick up on our criticisms to refine things for the sequel

KLONOA 2
Publisher> Namco
Version> PAL **Issue**> #10 — 73
Visually beautiful with well-machined gameplay

MAXIMO
Publisher> Konami
Version> PAL **Issue**> #20 — 84
Ace for hardcore gamers, but it is very tricky in places

MONSTERS, INC.
Publisher> Sony
Version> PAL **Issue**> #19 — 41
Cunning use of cut-scenes don't make a decent game

PETER PAN: LEGEND OF NEVERLAND
Publisher> Sony
Version> PAL **Issue**> #20 — 50
A decent adventure for pre-school sprogs

PORTAL RUNNER
Publisher> 3DO
Version> PAL **Issue**> #16 — 55
Masks solid platforming behind unbalanced level design

RAYMAN M
Publisher> Ubi Soft
Version> PAL **Issue**> #18 — 48
It's a racing/platform/shooter and a right old mess, too

RAYMAN REVOLUTION
Publisher> Ubi Soft
Version> PAL **Issue**> #05 — 68
The characters are for kids, the gameplay's for adults

PUZZLE

AQUAAQUA
Publisher> SCI
Version> PAL **Issue**> #04 — 71
A solid, if slightly small, puzzler

FANTAVISION
Publisher> SCEE
Version> PAL **Issue**> #01 — 85
BEST PUZZLE TITLE It lacks variety, but it's fabulous fun

KURI KURI MIX
Publisher> Empire Interactive
Version> PAL **Issue**> #10 — 78
Proves that puzzles don't have to be slotting blocks together

SUPER BUST-A-MOVE
Publisher> Acclaim
Version> PAL **Issue**> #04 — 78
Ultimately little more than a buffing of the classic game

THE WEAKEST LINK
Publisher> Activision
Version> PAL **Issue**> #16 — 60
Stinks of quality and does the job properly

WHO WANTS TO BE A MILLIONAIRE 2
Publisher> Eidos
Version> PAL **Issue**> #17 — 53
If you're having a crap party then rent this

RPG

DARK CLOUD
Publisher> Sony
Version> PAL **Issue**> #11 — 81
Manages to mould RPGs into something refreshing

EPHEMERAL FANTASIA
Publisher> Konami
Version> PAL **Issue**> #12 — 80
Comes out smelling of entertainment rather than drudgery

ETERNAL RING
Publisher> Agetec
Version> PAL **Issue**> #02 — 35
An uninspired, sluggish RPG. Very poor

FINAL FANTASY 10
Publisher> Squaresoft
Version> NTSC **Issue**> #14 — 90
BEST RPG Stunning looks. Life-consuming plot

ORPHEN
Publisher> Activision
Version> PAL **Issue**> #04 — 56
A brash attempt to defy RPG with facile gameplay

SHADOW OF MEMORIES
Publisher> Konami
Version> PAL **Issue**> #06 — 80
Play through it a few times to really appreciate it

SUMMONER
Publisher> THQ
Version> PAL **Issue**> #07 — 70
A game with massive aspirations

SHOOT-EM-UP

ARMY MEN AIR ATTACK: BLADE'S REVENGE
Publisher> 3DO
Version> PAL **Issue**> #11 — 47
Encouraging, but looks terrible and it's very linear

ARMY MEN: GREEN ROGUE
Publisher> 3DO
Version> PAL **Issue**> #11 — 18
Repetitive, flawed and utterly lamentable. Don't bother

ARMY MEN: SARGE'S HEROES 2
Publisher> 3DO
Version> PAL **Issue**> #09 — 40
A lazy banged-together rehash of established concepts

HEAD 2 HEAD

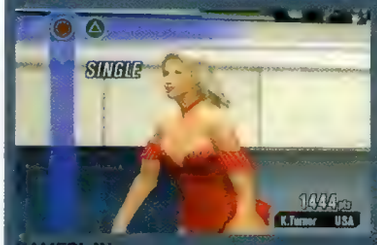
WINTER SPORTS

ESPN INTERNATIONAL WINTER SPORTS

Publisher> Konami
Version> PAL
Issue> #20

PSM2 VERDICT 55

PRESENTATION:
The ESPN label automatically guarantees the kind of electrifying camera angles and cuts that you'd expect from MTV generation sports coverage. The incidentals and character animations are fantastic.



GAMEPLAY:
All areas of the Winter Olympics have been covered – from Slalom to everyone's favourite, Curling. Our main problem is the reliance of rhythmical tapping for the Snowboarding and the fact that most of the events just don't feel realistic in any way.

MULTI-PLAYER:
Nothing like two grown men frantically mashing out ice dance routines like juiced-up JKs and the curling's pretty much buried Tekken Bowl as the swing and throw game that fills those quiet moments.

LIFESPAN:
The clumsy nature of the controls, and the generally unrewarding nature of the game'll probably turn people off before they've mastered each of the events. There's no MultiTap option, though, which would've been brilliant for those heart-stopping curling tournaments.

SALT LAKE 2002

Publisher> [illegible]
Version> PAL
issue> #19

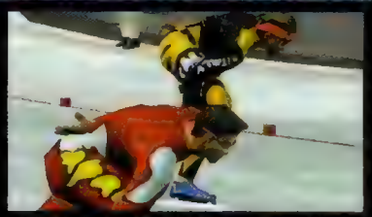
PSM2 VERDICT 39

PRESENTATION:
The snow's nice and crisp with the kind of glaring lighting effects that you'd expect from developers, Attention To Detail. The athletes do their thing adequately, but it's jus so bland.

GAMEPLAY:
Dead simple to pick up and win... er, that is at least in single-player mode. The main drawback is the fact that there're only six events – all of them downhill. The lack of variety's astounding, even with the bemani flavoured freestyle boarding event.

MULTI-PLAYER:
It's easy enough to set up the MultiTap and pass it around, but don't expect tempers to fray if someone catches their walnuts on a slalom post – it's just very hard to care.

LIFESPAN:
The toughest of the difficulty settings might make things a little trickier, particularly if you're less than technically accurate when it comes to shaving tenths off your downhill time. The lack of real variety means you'll lose interest very quickly, though.



ESPN INTERNATIONAL WINTER SPORTS

ICE, ICE BABY

Well, it really depends on if you demand a slightly chillier *Track and Field* experience or not. Disappointingly, both these titles offer limited gameplay, but *ESPN International Winter Sports* wins on that score with some admirable jaunts into the world of Torvill and Dean... and Curling. *Salt Lake 2002* simply offers you several ways to get from the top of a mountain to the bottom at high velocity, with only the simple Snowboarding event offering any variety. *ESPN* it is then.

FUR FIGHTERS
Publisher> Acclaim
Version> PAL **Issue**> #10 **86**
Rammed with stuff to do, humour and significant extras

IRON ACES 2
Publisher> Xicat Interactive
Version> PAL **Issue**> #20 **17**
A confusing travesty that looks absolutely terrible

MOTOR MAYHEM
Publisher> Infogrames
Version> PAL **Issue**> #15 **63**
Big, dumb knockabout fun that plays like a diet *Twisted Metal*

POLAROID PETE
Publisher> JVC
Version> PAL **Issue**> #18 **35**
A bizarre scrolling 2D snapper that lacks any substance

POLICE 24/7
Publisher> Konami
Version> PAL **Issue**> #19 **49**
Only a pathetic 14 minutes long in Story mode

REZ
Publisher> Sony
Version> PAL **Issue**> #18 **66**
Clever, but not half as innovative as it thinks it is

SILENT SCOPE 2
Publisher> Konami
Version> PAL **Issue**> #16 **67**
After an evening with this you'll have had your fill

STAR WARS: STARFIGHTER
Publisher> Activision
Version> PAL **Issue**> #09 **85**
Atmospheric, exciting, and full of explosions

TIME CRISIS 2
Publisher> Sony
Version> PAL **Issue**> #16 **78**
A fantastic coin-op conversion

THUNDERHAWK: OPERATION PHOENIX
Publisher> Eidos
Version> PAL **Issue**> #14 **70**
An explosive charge into occupied territory

TOP GUN: COMBAT ZONE
Publisher> Virgin Interactive
Version> PAL **Issue**> #16 **67**
Limited, low-level, mission structure

TWISTED METAL: BLACK
Publisher> Sony
Version> PAL **Issue**> #13 **80**
Fast and frenetic – we like the way this sick carnage plays

WDL THUNDER TANKS
Publisher> 3DO
Version> PAL **Issue**> #06 **69**
It's basic and linear, but get into it and it's surprisingly fun

WDL WAR JETZ
Publisher> 3DO
Version> PAL **Issue**> #11 **29**
Halliwell-thin and totally inadequate gameplay

SIM

ALEX FERGUSON'S PLAYER MANAGER
Publisher> 3DO
Version> PAL **Issue**> #15 **65**
Thorough and insightful like the man himself, but also likely to get up your nose after a while

THEME PARK WORLD
Publisher> EA
Version> PAL **Issue**> #05 **68**
Capable of running itself without any help from you

SPORT

ALL-STAR BASEBALL 2002
Publisher> Acclaim
Version> PAL **Issue**> #10 **72**
A quality two-player game of hardball

BASS STRIKE
Publisher> THQ
Version> PAL **Issue**> #18 **64**
A bit ropey looking and retro but competent

CENTRE COURT HARDHITTER
Publisher> Midas
Version> PAL **Issue**> #19 **62**
Poor one-player – a MultiTap and four mates is ace, though

CRICKET 2002
Publisher> EA
Version> PAL **Issue**> #18 **41**
A real ham-fisted effort that's rotten to look at and play

DAVE MIRRA FREESTYLE BMX 2
Publisher> Acclaim
Version> PAL **Issue**> #14 **76**
Bugs aside, this still has some impressive moves on PS2

ESPN NBA 2NIGHT
Publisher> Konami
Version> PAL **Issue**> #07 **59**
Solid, but let down by unforgivable graphical glitches

ESPN INTERNATIONAL TRACK & FIELD
Publisher> Konami
Version> PAL **Issue**> #04 **63**
A jolt of bemani can't save it from looking tired

ESPN INTERNATIONAL WINTER SPORTS
Publisher> Konami
Version> PAL **Issue**> #20 **55**
Immaculate presentation but lacking in any variety

ESPN NATIONAL HOCKEY NIGHT
Publisher> Konami
Version> PAL **Issue**> #09 **68**
Bang-up-to-date. Marred by a reliance on character stats

ESPN X GAMES SKATEBOARDING
Publisher> Konami
Version> PAL **Issue**> #15 **62**
A flawed compromise of reality and fantasy

ESPN WINTER X GAMES SNOWBOARDING
Publisher> Konami
Version> PAL **Issue**> #04 **70**
The unforgiving learning curve may put the curious off

ESPN WINTER X GAMES SNOWBOARDING 2
Publisher> Konami
Version> PAL **Issue**> #20 **69**
The authenticity's admirable, but the poor Career mode isn't

FIFA 2002
Publisher> EA
Version> PAL **Issue**> #16 **69**
Flawed play and patchy presentation

INTERNATIONAL LEAGUE SOCCER
Publisher> Eon
Version> PAL **Issue**> #12 **07**
Rubbish game, repackaged and aimed at young fans. Arse

JONNY MOSELEY MAD TRIX
Publisher> 3DO
Version> PAL **Issue**> #20 **38**
About as insane as a pair of brown brogues. Very dull

KNOCKOUT KINGS 2001
Publisher> EA
Version> PAL **Issue**> #07 **79**
Compromised by some nasty graphical glitches

LEGENDS OF WRESTLING
Publisher> Acclaim
Version> PAL **Issue**> #18 **71**
For veteran 'smart marks' – fantastic. A worthwhile effort

MADDEN NFL 2002
Publisher> EA Sports
Version> PAL **Issue**> #15 **87**
If you own *Madden 2001*, it's definitely time for a trade-in

NBA LIVE 2001
Publisher> EA
Version> PAL **Issue**> #07 **72**
A mostly successful translation

NBA LIVE 2002
Publisher> EA
Version> PAL **Issue**> #17 **70**
Legible tattoos don't enhance a simple roster update

NBA HOOPZ
Publisher> Midway
Version> PAL Issue> #07 **70**
As fun as the *NBA Jam* series ever was

NBA STREET
Publisher> EA
Version> PAL **Issue**> #11 **74**
A funky take on basketball that's hard-hitting instant fun

NHL 2002
Publisher> EA
Version> PAL **Issue**> #15 **70**
The gameplay's tight and the visors shiny

NHL HITZ 2002
Publisher> Midway
Version> PAL **Issue**> #16 **72**
A belting title that transcends its steep learning curve

POOL MASTER
Publisher> Take 2
Version> PAL **Issue**> #05 **45**
Skimps in the areas it should be concentrating on

PRO EVOLUTION SOCCER
Publisher> Konami
Version> PAL **Issue**> #16 **95**
BEST FOOTBALL TITLE Faultless footy. Crap commentary

READY 2 RUMBLE: ROUND 2
Publisher> Midway
Version> PAL **Issue**> #04 **82**
Boxing that looks good and makes you laugh

RUGBY
Publisher> EA
Version> PAL **Issue**> #10 **80**
A damn fine – if a little simple at times – game of rugby.

SALT LAKE 2002
Publisher> Eidos
Version> PAL **Issue**> #19 **39**
None of the punch of an arcade game or any sim substance

SHAUN PALMER'S PRO SNOWBOADER
Publisher> Activision
Version> PAL **Issue**> #18 **35**
Lacks the flair and playability of both *Tricky* and *THPS3*

SKY SURFER
Publisher> Idea Factory
Version> PAL **Issue**> #06 **29**
Absolutely awful

SSX TRICKY
Publisher> EA
Version> PAL **Issue**> #16 **95**
Very cool. Compulsive gameplay and riotous effects

SWING AWAY GOLF
Publisher> EA
Version> PAL **Issue**> #05 **70**
A round of golf with ludicrous cartoon characters

THIS IS FOOTBALL 2002
Publisher> Sony
Version> PAL **Issue**> #14 **71**
Deceptive playability and with some excellent detailing

TIGER WOODS PGA TOUR 2001
Publisher> EA
Version> PAL **Issue**> #08 **72**
It captures the feel and emotion of golf perfectly

TONY HAWK'S PRO SKATER 3
Publisher>Activision
Version> PAL **Issue**> #17 **96**
A trick-packed, brilliantly-realised challenge

UEFA CHALLENGE
Publisher> Infogrames
Version> PAL **Issue**> #12 **56**
Stilted animation and odd ball movement. Shame

UEFA CHAMPIONS LEAGUE 2001/02
Publisher> Take Two
Version> PAL **Issue**> #18 **48**
A competent footy game overwhelmed by irritating flaws

VICTORIOUS BOXERS
Publisher> Empire Interactive
Version> PAL **Issue**> #14 **80**
This realistic boxer falls just short of greatness

WORLD CHAMPIONSHIP SNOOKER 2002
Publisher> Codemasters
Version> PAL **Issue**> #14 **76**
Captures the atmosphere and realism of the game

STRATEGY

AGE OF EMPIRES 2
Publisher> Konami
Version> PAL **Issue**> #15 **76**
Overflowing with tactical subtlety

KESSEN
Publisher> EA
Version> PAL **Issue**> #05 **74**
Takes Japanese strategy into the major league

KESSEN 2
Publisher> KOEI
Version> NTSC **Issue**> #20 **66**
Looks epic but lacks depth. One for RTS fans

UTILITY

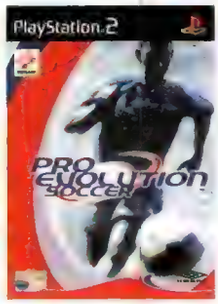
MTV MUSIC GENERATOR 2
Publisher> Codemasters
Version> PAL **Issue**> #10 **90**
If there's music in your soul, this disc belongs in your PS2

MUSIC MAKER
Publisher> FastTrak
Version> PAL **Issue**> #19 **23**
No reason to part with 40 quid. Poorly executed. But the brutally naff video generating element's a laugh for about five minutes. Unleash the dancing cops

SHELF LIFE: THE FIVE PAL GAMES YOU SHOULD OWN

However you scrape up the cash to fill your PS2 with the best of the game avalanche, make sure the first thing you do each issue is check out PSM2's essential shelf. These are the five beauties that'll keep you up all night and bring tears of joy to your bloodshot eyes

01 > SSX TRICKY
Probably the most complete PS2 experience. If it's not brand new, then it's completely revamped. We want to marry it

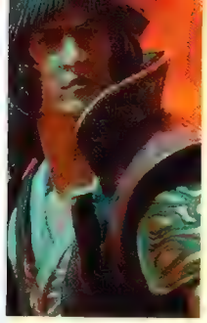


02 > PRO EVOLUTION SOCCER
Buy a MultiTap 2, *now*. Splitting a defence in two has never felt so real. Pure football in every sense

03 > TONY HAWK'S 3
Absolute genius. Masses of tricks, characters, modes, extras *and* it's on-line. Think you're good? See Pro Dojo on pg80.

04 > GRAND THEFT AUTO 3
Deviant, anti-social and a right mischievous little bugger. Which is probably what makes it so ace

05 > MGS2
Yeah, the plot spirals off into ludicrous curls of self referential nonsense, but this is utter genius. Buy it. Now



YAGYU JUBEI
Our hero, facially based on the late Yusaku Matsuda, who's appeared in Black Rain... and a Japanese version of Wuthering Heights.
Figure Anticipation: ★★★★★

FUME KOTARO
A semi-historical minty character popular in Manga – specialist with knives.
Figure Anticipation: ★★★

MYSTERY BLOKE...
A dude with a sword and a cape. Other than that, we can't say too much...
Figure Anticipation: ★★★★★

SODA NOBUNAGA
In reality, assassinated by two of his generals – in the game, a demonic tyrant heading a legion of the undead. Frankly, you're not going to kill him, because he didn't die in real life until 1582.
Figure Anticipation: ★★★★★

OYU
From the village of Odani comes the new lady interest – sword-wielding Oyu, who dresses in Western clothes but appears dancing nekkid in a waterfall during the intro...
Figure Anticipation: ★★★★★

SAIGA MAGOICHI
Expert with rifles and guns, as well as being a learned scientist. Where does he find the time, eh?
Figure Anticipation: ★★★★

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MODEL CITIZENS

Following the success of their *Metal Gear Solid* range, McFarlane toys have nabbed the contract to produce a series of figures based on the *Onimusha 2* cast. See the brilliant range in their brimming on-line catalogue at www.spawn.com. (And keep an eye out for them in a Forbidden Planet near you later this year.)

ONIMUSHA 2

Katana-sharp combat, an immersive world *and* the chance to make new friends? PSM2 was invited to the first hands-on test of Capcom's new samurai epic...

SAMURAI'S 'N' SHINE: Jubei's name might sound familiar - Yagyu's a title applied to the entire clan, and it's appeared in the Ninja Scroll Manga.

Plunging a katana through a downed zombie, then stamping on their neck as you wrench the blade free – that's not the kind of thing that gets boring quickly. It kept us interested through the nasty, brutish and short eight hours the first game lasted – but *Onimusha 2* promises to be substantially longer. Lucky, then, that Capcom are planning to broaden the original's appeal through a calculated mix of extra RPG elements and hitting. Lots of hitting.

First things first, though. For anyone worried that *Onimusha*'s set to plunge into the world of hit points and turn-based combat, the intro sets the pace nicely. Necks are snapped, horses tumble, villagers get perforated with flaming arrows – all setting a tone that's initially at complete odds with the surroundings you're first dropped in.

The floaty-swivel *Resi* movement system's still in place, but a myriad of details tie the characters to the backdrops more effectively than before. Sploshing through the first level's shimmery rock-pools, Jubei looks like an integral part of the scene rather than an actor on a blue-screen backdrop. Mist, rustling leaves and snow all lend flavour to the locations, but there's little time to admire them before it's straight into a ruck with a pack of coolie-hatted lizards.

The combat system's been enhanced –

"A MYRIAD OF DETAILS TIE THE CHARACTERS TO THE BACKDROPS MORE EFFECTIVELY THAN BEFORE"

CLAN CAPCOM

Introducing the team who're working to make *Onimusha 2* another million-seller...

KEIJI INAFUNE

Best known for his work on nearly every part of the *Megaman* series, as well as most of the *Resi* games, Inafune-san returns as producer, heading up the 70-man team.

KEITA AMEMIYA

The multi-talented Amimiya steps in as director and character designer – as well as doing design on PSone titles like *Tales of The Seven Wind Island*, he's directed several films, including *Moon Over Tao* and the disturbing-sounding *Mechanical Violater Hakaider*.

NOBORU SUGIMURA

The script's once again by Flagship – responsible for the *Resi* and *Dino Crisis* series, as well as the first *Onimusha*. Returning to develop the game's scenario is Noboru, who's also worked on *Resident Evil 2* and *Resident Evil: Code Veronica*.

TAROU IWASHIRO,

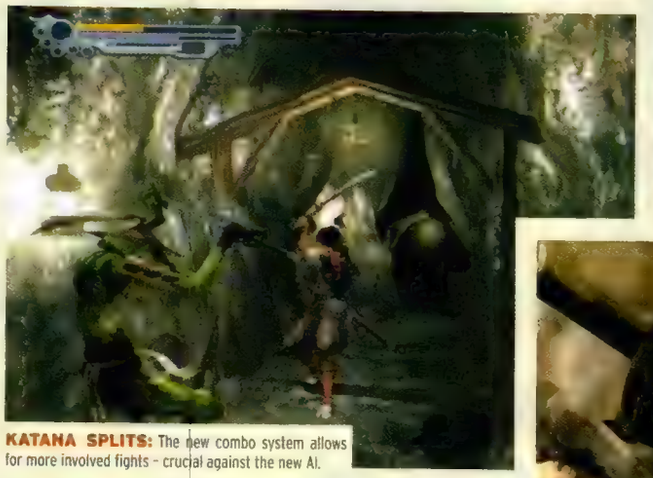
Tarou's the sound producer, having worked on numerous television commercials as well as the TV series 'Another Heaven'. Expect a reprise of the first game's orchestral score.

SCORPION RISING: As with *DMC*, the first boss is a bit of a slash-slash-run-away affair..

Jagyu learns new special moves throughout the game, activated by *Tekken*-style directional combinations and ◎. In the first stage, you'll learn the basic 'Ohgi' move for Jubei's sword – a quick up/down slash combo for a brutal finisher. Where Samanosuke had to make do with elemental variations on his basic blade for hand-to-hand combat, Jubei's got a variety of weapons. The spear's got a completely new set of long-range attacks, and a jab of △ delivers an ice blast – get in quick enough, and you're able to shatter frozen enemies. We've also seen the new hammer and the familiar wind sword in action, with the weapons-open-doors dynamic making a comeback late in the first stage.

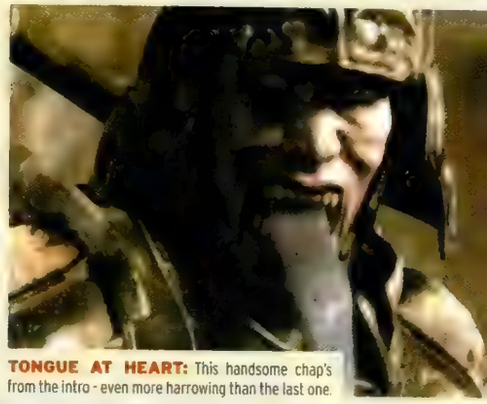
Comparisons with *Devil May Cry* are inevitable – especially given the inclusion of a blue soul meter. Fill it up and you'll turn into Super Demon Jagyu – much like Dante's devil incarnation from *DMC*. While powered up, we managed to send one of the lizard-beasts flying with a lightning-bolt combo – only to watch him smash into the camera. Then – inevitably – there's the inclusion of some flashy bullet-time moments, as practiced by the game's gun-toting characters. Interestingly, the later levels promise rainstorms – notorious for being impossible to fire muskets in – but we've yet to see whether this affects the gameplay.

The first level's fairly similar to the last game – we strolled



KATANA SPLITS: The new combo system allows for more involved fights - crucial against the new AI.

GLOW FOR IT: The light-sourcing's markedly nicer than the last game's. Check out this issue's DVD.



TONGUE AT HEART: This handsome chap's from the intro - even more harrowing than the last one.

"WE MANAGED TO SEND ONE OF THE LIZARD-BEASTS FLYING WITH A LIGHTNING-BOLT"

ALCOHOLICS UNANIMOUS: This portly chap'll join you if you ply him with booze.

CHEESE ROLL PLAYING: Some of the supporting characters ham it up in the 'RPG talky bits'.

through the village, up through some stone steps into a jungle, then through a temple entrance and into an underground mineshaft. This is where the RPG-ish elements first come into play – the mine's littered with gold, while the village is the ideal place to use it recruiting helpers. It's actually a sort of central hub for the game, full of people who'll respond differently and offer you different items each time you talk to them. As the game progresses, Jubei can acquire new suits of armour, or simply upgrade his existing kit – we're especially fond of the *Legion Of Doom*-style shoulder pads he sports in later levels. There are five sub-characters who provide a much-needed assist in scraps – provided you keep them happy by giving them presents, in line with the game's new 'bond' system.

The full complement's there – pretty girl with sword, ninja bloke, dashing pirate type and – natch – fat man with big stick. Keep the chubby lad plied with saki and he'll give you arrows or extra strength – offer him a book and he'll snub you. Crucially, the other characters' disposition towards you also governs whether they back you up in scraps. Thanks to our liberality with the booze, the fat bloke appeared in the mineshaft, piling into the bad guys alongside Jubei. He pops up again at the end of the first level, providing an assist against the first boss – a four-legged thing with an axe vaguely reminiscent of *DMC*'s spider boss.

It's here that the strategic AI comes into play – there's no way to directly control your allies, but they'll fight according to their own strengths. Saiga, for instance, tends to keep bosses off-balance with rifle fire while you steam in – a far cry from *The Bouncer*'s easily confused NPCs. Don't expect to just leave them to it, though – protecting them in combat's the only way to keep their trust.

So – more depth to the RPG bits, more finesse in the violent bits – and nothing so far to indicate the return of those inane slidey-block puzzles. Expect a more involving, more rewarding, and more brutal experience than before. And if that doesn't grab you, think of this – *Onimusha 2*'s going to be the first game to feature motion-captured horse movement. Expect to see a Making Of... DVD full of ponies covered in ping-pong balls doing the rounds soon. PSM2

We'll be hacking the import version of Onimusha 2 apart next issue.

QUIET AT THE BACK: Cower behind your mates, and you'll quickly lose their trust.

"THANKS TO OUR LIBERALITY WITH THE BOOZE, FAT BLOKE APPEARED IN THE MINESHAFT"

MUSAID FRED: Expect more brutal bosses, with extra attack patterns.

DRUNK ROCK: More interaction with incidental characters is the order of the day.

THE DEVIL'S IN THE DETAIL

Character designer Keita Amemiya's famed in Japan for his work on the likes of PSone's *Shinken Densetsu*, *Mirai Ninja* and the TV show, Jetman. Here's a brief taster of some the bosses he's designed for *Onimusha 2*...

SCORPION
The first boss, and your first go at proper two-on-one combat. Looks a bit like a Manga version of the Scorpion King from The Mummy Returns.

GOZARES
You'll encounter this nippy foe in Nobunaga's castle. Watch out for its club.

MUSAID
There's actually a pair of these bosses, looking a bit like the Wheelers from Return To Oz. That's another of our childhood fears exploited, then.

GUIDELOSS
High on endurance power and wearing very strong dark armour, Guideloss looks like the *Onimusha 2* version of Marcellus.

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IF YOU DIE, SHE DIES. IF SHE DIES, YOU DIE.

You are Ico, banished inside the evil Queen's castle alongside the beautiful princess. Her fate is in your hands.
If you are to find magical portals, escape routes and evade enslaved spirits you must work together. Trust is the key.

uk.playstation.com

PlayStation.2
THE THIRD PLACE

PLAYSTATION 2 MAGAZINE
PSM2

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PS2

プロヒント

トクセンジョウホウ

LADIES AND GENTLEMEN, BOYS AND GIRLS – HERE'S A SHOWBIZ FIRST... WE THINK.

DUNCAN

Alright, apart from briefly appearing to read Margaret Wise Brown's children's book, Goodnight Moon, to a group of terrified tots, this is the first meaningful time that the scariest (and danciest) man in contemporary cinema has ever got this close to The Simpsons and Ralph Wiggum. Horrible, really, when you think about it... but that's PSM2's devout tips zealots for you. Digging out those codes and inviting the biggest names to dish them out. Mr Walken should be with us for some time, as long as we don't tire of him first. If you thought lugging Mr T to the reservoir was a nightmare, you should see how tall Christopher Wal... er, best leave that.

Tips often throw up the unlikeliest of moral dilemmas. You pick up your PSM2, only to discover codes that'll not only reduce *SSX Tricky* to 'just another game', but expert help that guides you gently through all the bits of *MGS2* that Kojima-san left out of the manual. We've spared you the drawn-out walkthrough, because, frankly, only a gibbon would need one. What we've focused on are the subtle touches that make playing through this stealthing stroke of genius even more of a joy. Whether you're determined to nail the tough, roaming Dog Tags, or you'd just like someone to tell you how to pump those virtual pecs to frightening proportions, then pg102's your best friend in the world right now. Feel the love.

Finally, Joel would like to make it absolutely clear – requests for obscure WCW wrestlers must be accompanied by gratitude, or it ain't happening. Manners cost nothing. **PSM2**

NEED HELP?

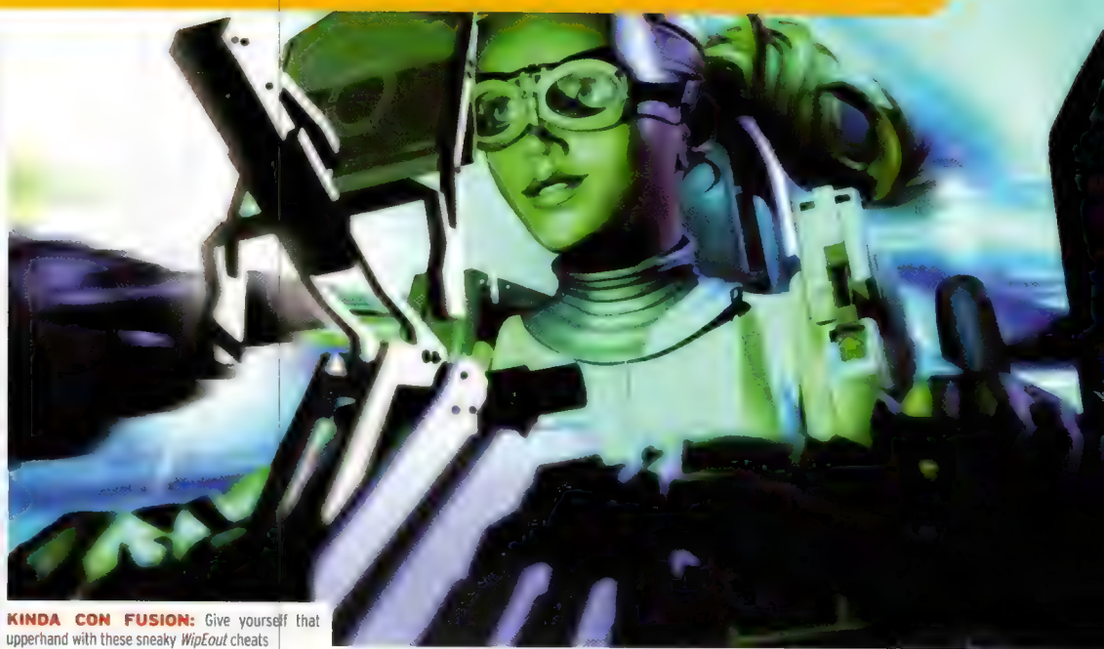
Are you cack-handed at Kessen? Boarding like a berk in SSX? Or have you got some advice you'd like to give to other readers? Then e-mail us at PSM2@futurenet.co.uk or write to us at the usual address.

PSM2 PRO TIPS ARE POWERED BY AR2 V2

PSM2'S MANIFESTO

PSM2's TIPS ARE: An in-depth guide to the games you need them for. We don't devote masses of space to hopeless games, because we know you won't be buying them. Instead, we'll cover every essential game in detail, but keep you up to date with all the things that entertain, challenge or amuse us in our everyday gaming.

PSM2's TIPS AREN'T: Lovingly reproduced pictures of dozens of identical cars, or instructions to 'block' in fighting games or 'ease off the gas' while you're driving. You know that, don't you?



KINDA CON FUSION: Give yourself that upperhand with these sneaky *WipEout* cheats

›THE PICK OF WHAT'S NEW トクセンジョウホウ

HOT TIPS

Bothered by dirt, dust and stubborn games? Spring clean your console life with PSM2's tips hoover.

WIPEOUT FUSION

The future's spazzy – brighten it up.

Features Unlocked
Select Extras at the main menu, select Cheats, enter ⊗, ▲, ◎, ▲, ◎.

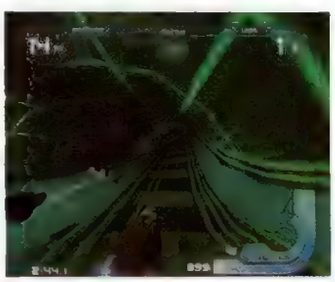
Unlimited Weapons
Select Extras at the main menu, select Cheats, enter ▲, ◎, ⊗, ◎, □.

Unlimited Shields
Select Extras at the main menu, select Cheats, enter ▲, ▲, □, □, □.

Retro Ships
Select Extras at the main menu, select Cheats, enter ⊗, ◎, ▲, □, ⊗.

Animal Ships
Select Extras at the main menu, select Cheats, enter ▲, ◎, ◎, ▲, ⊗.

Fast Ships
Select Extras at the main menu, select Cheats, enter ↙, ⊗, ⊗, ⊗, ▲.



TUNNEL FIZZIN': Unlimited shields are just what you need when you're pinballing off these walls.

TIP OF THE MORNIN'
SIMPSONS ROAD RAGE

Woo-hoo! Homer's 'Car For The Average Man' – taken from the episode where he bankrupts his long-lost brother, Herb (voiced by Danny DeVito) – is unlocked when you defeat Mr Burns in the tenth challenge of Mission mode. And, yes, before you ask, the horn plays La Cucaracha.

PRO TIP

SIMPSONS ROAD RAGE

Sick of Li'l Bandit? Set your PS2's internal clock to the following dates – or enter the cheat codes – and prepare for a surprise:

Apu's Christmas Car
25th December or go to Options and hold L1+R1 then press ▲, ▲, ●, ▲.

Bart's Frankenstein Soap Racer
31st October or go to Options and hold L1+R1 then press ▲, ▲, ●, ✕.

Nuclear Bus
Go to Options, hold R1+L1, and press ▲, ▲, ■, ✕.

Red Box
Go to Options, hold R1+L1, then press ▲, ▲, ■, ●.

Night Time
Go to Options, hold L1+R1 and press ✕ four times.

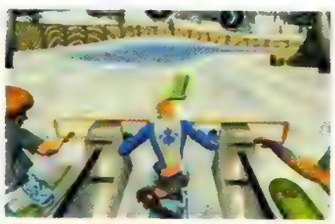
Mr Burns' Limo
Go to Options, hold L1+R1 and press ▲ twice and ■ twice.

Unlock Hypnodisc
Win the Flip Frenzy Tournament Cup as Chaos 2.

Mortis
Win the Liberty Lightweight Cup in the North America Arena with a lightweight class robot. Mortis can now be bought for 40,000 credits.

Razor
Win The Nerves Of Steel Cup.

Thor
Win the Robot Wars Championship Cup.



FOOLHARDY BOYS: Yes, we've printed the *Tricky* tips. Do yourself a favour - don't use 'em.

ROBOT WARS

Ultimate Cheat Code
Enter JPEARCE as your name to unlock all robots, arenas, trophies and 9,999,999 credits.

Unlock Behemoth
Win the Russian Rampage Cup.

Unlock Chaos 2
Win the World Championship Tournament Cup.

Unlock Firestorm
Win The Hamburg Heavyweight Cup.

SSX TRICKY

Well, it won't be with these cheats. How do you live you with yourself?

Master Code
At the title screen, hold L1+R1 and press ✕, ▲, →, ●, ■, ↓, ▲, ■, ←, ●, ✕. Release L1+R1 and a sound will confirm correct code entry.

Full Stat Points
At the title screen, hold L1+R1 and press ▲(2), →, ▲(2), 2, ✕(2), ←, ✕(2). Release L1+R1 and a sound will confirm correct code entry.

Mallora Board (Elise only)
At the title screen, hold L1+R1 and press ✕(2), →, ●(2), ↓, ▲(2), ←, ■(2), ↑ at the title screen. Release L1+R1 and a listen for the sound...

Sticky Boards
At the title screen, hold L1+R1 and press ■(2), →, ▲(2), 2, ●(2), ←, ✕(2), ↑ at the title screen. Release L1+R1. Hear sound.

WALKEN WITH BEASTS

After Mr T fled to the LA underground, you demanded a new tips figurehead, and we responded – with a well-meaning but ultimately doomed experiment in teaching you Japanese. Thankfully, there's a new tipster in town. Ladies and gentlemen, we give you the frankly terrifying... Christopher Walken.

"Hello. I'm the Anti-Christ. You get me in a vendetta kind of mood, you will tell the angels in heaven that you had never seen pure evil so singularly personified as you did in the face of the man who killed you – so as you can imagine, I had no trouble dealing with the second version of the spider boss in *Devil May Cry*. You can get Phantom to defeat himself simply by staying behind him a lot, then running to the centre of the level when he jumps. The sixth time, he will break the glass and kill himself. I thank you."

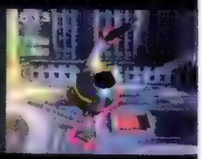
NEXT MONTH: WALKEN ON THE MOON

AR2 V2

THE BEST NEW CODES FOR YOUR ACTION REPLAY 2

You must enter the M code for these AR2 codes to work.

AIRBLADE (M)
0E3C7DF2
1645EBB3
0C1081A7
F8FCFDFD



Have a massive score	F8FCFEF1
3C279E9F	3C29AA9F
4FECFEFE	F8FCFEF1
	3C29AAB7
	F8FCFEF1
All Levels/stunt attack open	3C29ABCF
	F8FCFEF1
	3C29ABE7
3C29AA87	F8FCFEF1

CRICKET 2002 (M)
0E3C7DF2
1853E59E
EE8EF3EA
BCD3CA2A

4095 Points Team 1	0 Points Team 1
CEABA4F6	CEABA4F6
BCA9AA82	BCA99B83
4095 Points Team 2	0 Points Team 2
CEABA4F0	CEABA4F0
BCA9AA82	BCA99B83

MONSTERS, INC. (M)
0E3C7DF2
1853E59E
EE8D2A2E
BCC08C62

Infinite health	BCA9A030
DE79958E	
BCA99C51	No collision with items
No collision with baddies	DE80E41A
DE80DB9A	BCA9A030

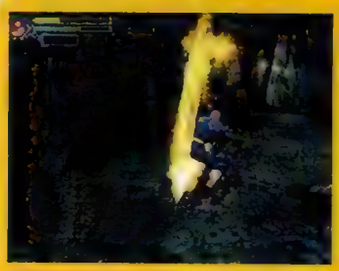
WIPEOUT FUSION (M)
0E3C7DF2
1853E59E
EE862AB6
BCCACC02

Infinite shields	DEA5A86A
DE9256E2	C19E7B82
FEC59B83	Open extra leagues
Always on last lap	DEA5A9F2
DE922C26	BCA9A282
BCA99B9C	All teams
	DEA599BE
Infinite Proton Cannons	BCA99A82
CE922CF6	Zone/Time Trial Open
BCA99BE6	DEA5994E
	BCA99B86
Inf credits	

TEST RALPH WIGGUM

His cat's breath smells like cat-food... but he's still a fountain of gaming knowledge. Ralph?

MUMMY SHOT: See if our cheat makes this ponderous game any better.



BISHAMON BASHY: You don't get the sword itself for conquering the Dark Realm.

STATE OF EMERGENCY

Dear PSM2
Have you got any cheats for *State Of Emergency*? Cheers.
James Kucher,
Via e-mail

Certainly. To make yourself invulnerable, just press L1, L2, R1, R2 then ⊗ during the game. Alternatively, if you're the violent type, and want punches capable of decapitating government squads, press L1, L2, R2, R1 then ◎. *Oh boy! Sleep! That's where I'm a Viking!*

KNUCKLE BACK: Turn those slappy palms into lethal weapons with our cheat for a killer punch.

ONIMUSHA

Dear PSM2
I'm not a happy camper. I'm currently stuck on *Onimusha*. After I head off to the Dark Realm thanks to that odd chap in the well area and I complete it and get the Bishamon thing, I hang around for a while and nothing happens. Am I doing something wrong? What do I do with the Bishamon thing?
Conor Griffin,
Via e-mail

You can't actually use the Bishamon Ocarina until you've beaten Marcellus for the second time. After that, you'll find a room with a fountain in the middle and a set of fingers on the wall. Use the Ocarina on the fingers, and they'll allow you to pass into the area with the Bishamon Sword. It'll kill any non-boss character with a single sword-blow. *Me fail English? That's un-possible ...*

THE MUMMY RETURNS

Dear PSM2
I just want to know if there are any cheats for *The Mummy Returns*. And have you got any tips on how to get past the jungle level? I got a guide off the Internet and it says you have to pull the crocodile heads, but it doesn't come up 'Operate' on the action button. That's all, folks.
J Rogers,
Via e-mail

Erm, you're supposed to press the action button on the crocodile heads, even though it doesn't say Operate. As for cheats – as Rick O' Connell, successfully get to Ahm Shere and go to the middle. Then pause and press ↑, ↓, ←, R1, R3, △. You'll return to the level and your energy bar will go up and remain there. *A leprechaun tells me to burn things ...*

SOUL REAVER 2

Dear PSM2
I recently bought a PS2, it's great and all but *Soul Reaver 2* is giving me a massive headache. I've travelled back to the time of the Sarafan, but am completely stuck.
1. Where the hell is the Fire Forge?
2. How do I reach Janos Audron's retreat in the mountains?
Please help!
Adam Turner,
Via e-mail

To begin with, Adam, you've got the two tasks the wrong way round. First, you need to get through Uschtenheim, and head to the far end of the city. Find the frozen lake, jump down onto it and shift to the Spectral Realm. Jump down through one of the holes you'll find in the ice, and head North until you find a tunnel under the 'water'. Jump up in it, and shift to the Material Plane using the Blue Portal located inside it. Swim to the very end of the tunnel, head upward, hop out of the water and into Janos Audron's Retreat. From there, you'll find it easy to be able to access the Fire Forge. ... *And when the doctor said I didn't have worms anymore, that was the happiest day of my life.*

BURROW IN FURNACE: There's a fair bit of jumping about between the two planes before you actually make it to the elusive Fire Forge

STUCK?

SHARE YOUR EXPERIENCES WITH PSM2

Next issue, we'll have an entirely new tipmaster at the helm – Revolver Ocelot or Sion Barzahd – possibly. If *you've* got a gaming conundrum and you'd like it answered by an obviously fictional character, send it to – Test An Expert, PSM2, Future Publishing Ltd, 30 Monmouth Street, Bath, BA1 2BW. Or e-mail it to PSM2@futurenet.co.uk

BYTESIZE

MAXIMO
To Unlock the Art Gallery, complete the game with four kisses. After each level accept the kiss from the sorceress and then assign it to one of the green slots in the power-up menu.

SUNNY GARCIA SURFING
At the title screen hold L1+R1 and press ←, ◎, ↑, →, ◎, ←(2) to unlock all characters or hold L1 R1 and press ←, ◎, ↑, ↓, ◎, ←, ↓, ◎, ⊗ for all boards.

STATE OF EMERGENCY
If you're having hassle getting past the ATO Guards in Revolution mode simple disarm yourself before passing them. They'll ignore you, then pick up another weapon after you've passed.

BASS STRIKE
Having trouble getting something to nibble at your rod? It's probably because you're looking in the wrong place. Try casting in the reeds that are in the water, rocks near the shore or by bridges.

EA CRICKET 2002
From the main menu, Go into Inside EA Sports. At this screen press R2, ◎, L2, R1, SELECT and you'll receive a message, saying you have Super Batsman. That should be enough to manage a few boundaries.

HEADHUNTER
To access the Star Locker at the LEILA office, beat the records in all the VR Missions, then beat the game. Inside is every single weapon in the game, with unlimited ammo.

SUPERCAR STREET CHALLENGE
If your Supercars aren't as super as you might have hoped for, simply enter ↑(2), ↓(2), ←, →, ←, →, R2, ⊗ at the car selection screen to unlock the Furasshu-sama car.

WWF SMACKDOWN! JUST BRING IT

Honestly – one whimsical mention that we're taking requests for creatable wrestlers, and suddenly all our computers crash under the deluge of e-mails. Anyway, help yourselves to some of the most frequently requested WCW wrestlers, as well as a few stragglers from our Surely That's A Foul Ref compo. And for everyone who doesn't find the people they asked for here – try putting a 'please' in your letter next time...

HULK

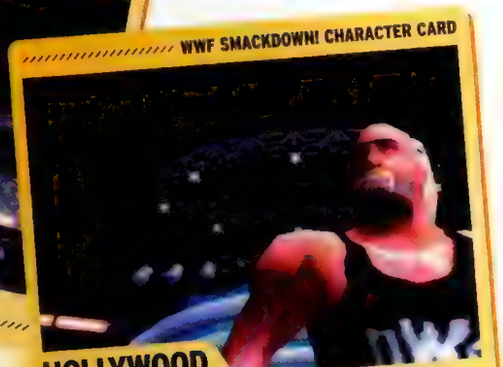
You won't like him when he's angry.

Eyebrow	76
Eye	1
Cheeks	1
Head	1
Eyes	1
Nose	1
Front hair	1
Back hair	1
Mouth	22
Jaw	17
Skin	5 (63, -11, 45)

SCOTT HALL

Formerly known as Razor Ramon.

Head	
Eyes	001
Nose	007
Jaw	001
Eyebrow	023
Eye	067
Cheeks	008
Mouth	015
Skin	011
Hair	008
B hair	051 (0, -127, -30)
Facial hair	081 (0, -127, -28)
Elbow pad	025 (-66, 0, -127, 0)
Underwear	005 (0,-127,-50)
Kneepad	017 (117, 4, -59)
Boots	006 (90, 22, -65)
Skin colour	029 type 1 (26, 0, 0, -24)
	002



HOLLYWOOD

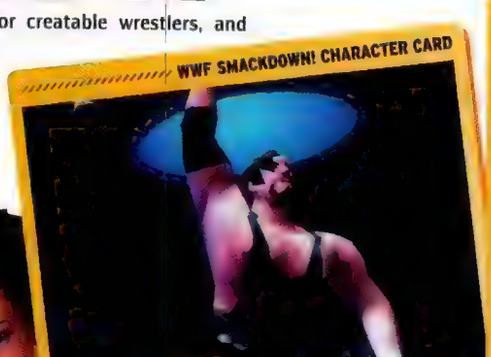
Terry 'Mr Nanny' Bollea and his jawline.

Body Type	2
Eyebrow	36
Eye	57
Cheek	76
Mouth	2
Skin	18
B_Hair	24 (0, 0, 18)
Jaw	19
Skin Colour Type	2 (0, 14, 0)
Facial Hair	43 (0, 127, -19)
Facial Hair	74 (15, 19, 67)
No Sleeves	65 – (0, -76, -95)
Tights	43 (-105, -109, 12)
Wristbands	1 Length – 10 (0, 0, -127, 127)
Boots	61 (0, -92, -18) Length – 25
The nWo sign :	
Pattern	C – 8 (Chest)
Pattern	C – 34 (Chest)
Pattern	C – 20 (Chest)

SPIDER-MAN

Is he strong? Listen bud, he's got radioactive blood...

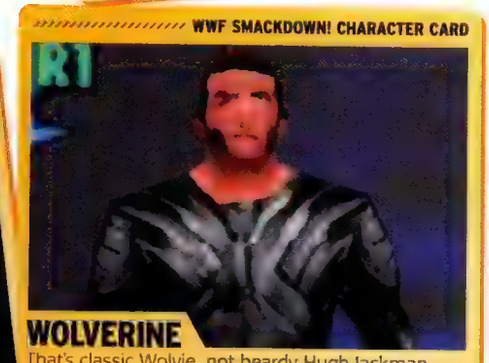
Skin Colour	2 (-13, 71, -68)
Cheeks	53
T-Shirt	3 (0, 9, -41)
Shirt	87 (24, 58, 3)
Hand/Glove	16 (0, -8, -52)
Upper Body Pattern	A 176 (0, -127, -127)
Elbowpads	1 (109, -18, 0)
Eye	1 – Type 6 (0, 71, 0)
Nose	37
Mouth	51
Mask	89 (91, -19, -18)
Mask	73 (0, -127, -52)
Upperbody Accessory	30 (-57, -19, -32)
Tights	3 (96, 45, 23)
Lowerbody belt	8
Boots	36 (0, -38, 0)
Head parts paint	69 (-29, -127, 127)



KEVIN NASH

He used to wrestle as 'Oz' with silver hair, y'know.

Eyes	4
Nose	1
Jaw	38
Eye	4 (0,-34,-50)
Cheeks	26
Mouth	10
Skin	1
Hair	2
F_Hair	14 (-7, 73, -66)
B_Hair	21 (-7, 73, -66)
Underwear	1
Facial Hair	21
No Sleeves	36 (31, 0, 0, -127, -75)
Wristband	1 (10, 0, 0, 0, -125, 57)
ElbowPad	5
Pattern C	8 (0, -3, 112, -18)
Pattern C	20 (0, -3, 112, -18)
Pattern C	34 (0, -3, 112, -18)
Boots	34 (22, 0, 0, 0, 0)
Pants	13
Height	55
Skin Colours	2



WOLVERINE

That's classic Wolvie, not beardy Hugh Jackman...

Skin	**1** (12, 37, -15)
Head	**23**
Mouth	**39**
Head Hair	**57**
Hand Accessories – Manicure	**1** (-127, 104, 0), Ring 16 (-12, 2, 0)
Hand Accessories – Ring	**16** (0, -14, 21)
Glove	**16** (-96, -28, -75)
Wristband	**2** (113, 35, -26)
Upperbody Accessory	**26**
Upperbody Hair (arms)	**82**
Facial Hair	**42** (10, -48, 18)
Headpart/Paint	**112**
Boots	**52** (-84, 64, -70)
Eyes	**1**
Skin	**5**
Underwear	**13**
Upperbody accessory	**31**
Belt	**5**
Upperbody Pattern	**A** (82, 0, 85)
Alphabet	**X**
Mask	**14**
Facial hair	**33**

PSM2 PRO-DOJO

Welcome to the Dojo – the place where gamers strive to join PSM2's hallowed order of experts. Join us, as we smear our pads in venom made from tree bark and frog juice, then invite our mates round...

NEW LEAGUES

looking for: World Rally Championship, Agent Under Fire

WIN! ACTION REPLAY Look. We know you're a modest lot, but we like to know who we're giving away the frankly marvellous Action Replay kit to. Send us a picture of yourself, or you're not winning anything. Go on...

PROVE YOUR MASTERY!

At some point in their lives, everyone thinks about becoming a ninja – if only for the funky togs. Thankfully, sanity soon prevails and you turn your well-honed co-ordination to computer games instead.

In Pro-Dojo, we're taking it a step further. Send us evidence of your gaming genius, and we'll immortalise you in the leagues you see printed here every month.

Unfortunately, allegations of cheating mean we can't simply accept photos of the hi-score tables any more – it's got to be your entire run. Sorry? Appealing to your sense of honour and glory isn't enough for you? Right...

WIN THINGS!

As if being hailed as one of the country's foremost button-bashers wasn't enough, we'll reward the greatest achievements with Action Replay 2 cartridges.

GET FAME AND RESPECT!

There's a flipside to our ruthless demands for video proof – real experts will be included on our DVD for the world to goggle at. Imagine that – you showing gamers across the globe how to nail those hi-scores. **PSM2**

HOW TO ENTER

To get in the dojo, just send us a completed entry form with a video of your performance. Simple! See our guide below if you don't know how. If you're sending in a photo, write your name on the back of it to make sure it doesn't get lost. The address is: **Pro-Dojo, PSM2, Future Publishing, 30 Monmouth St, BATH BA1 2BW, UK.**

This time, the closing date for entries is **Thursday 28th February** – get those entries in. And, if you've already sent an entry, relax – we put the mag together ages before it hits the shops.

1. Plug the lead you got with your PS2 into your video recorder. The best place to do this is the SCART lead, so you might have to unplug your satellite connection.
2. Once you're connected up, start your PS2 and set your video to whatever input you normally put it into – usually AV1 or AV2. Then set the TV to your video channel.
3. Bingo. Now press record and you're taping PS2 on your TV. Let gaming commence – and send us something mind-blowingly brilliant for inclusion on the DVD.

SSX TRICKY

Uber boards, full stats and the best characters seem to be a standard in this league – but we're expecting scores to be hitting the millions by next issue...

TOP SCORES

Snowdream	1,421,720	Alex Duffy
	1,244,120	Richard Kemp
	1,207,820	Chris Abnett
Elysium Alps	1,687,200	Steve Whapham
	1,601,160	Richard Kemp
	1,596,670	Alex Duffy
Merqury City	1,972,610	Chris Abnett
	1,729,390	Renwer De Bie
	1,615,370	Alex Duffy
Mesablanca	808,090	Chris Abnett
	747,220	Amanda Offord
	690,045	David Hinman
Tokyo Megaplex	2,187,640	Anthony Portch
	2,166,790	Richard Kemp
	2,058,070	Alex Duffy
Pipedream	2,183,950	Chris Abnett
	2,136,870	Sam Jewell
	2,017,120	Jonathan Thomson
Garibaldi	1,947,200	Chris Abnett
	1,827,670	Alex Duffy
	1,642,200	Andrew Walker
Alaska	1,736,175	Paul Wise
	1,678,240	Anthony Waters
	1,549,625	Paul Wyze

TOP TIMES

Snowdream	2:06:55	Alex Duffy
	2'07"66	Carl Musgrove
	2'10"12	Daniel Hurtley
Elysium Alps	3:33:86	Amanda Offord
	3:44:54	Mark Webb
	3:50:92	Alex Duffy
Merqury City	3'28"76	Gareth Russell
	3'29"43	Carl Musgrove
	3'32"54	Andy Lyle
Mesablanca	2'22"76	Carl Musgrove
	2'25"43	Gareth Russell
	2'29"54	Andy Lyle
Tokyo	4:13:68	Jonathan Wendt
	4:13:68	Jonathan Wendt
	4:13:68	Jonathan Wendt
Aloha Ice Jam	1:37:64	Alex Duffy
	1'40"75	Carl Musgrove
	1'41"32	Gareth Russell
Garibaldi	2'39"54	Carl Musgrove
	2'40"43	Gareth Russell
	2'46"65	Andy Lyle
Alaska	4'23"93	Carl Musgrove
	4'26"34	Gareth Russell
	4'30"22	Andy Lyle

CRAZY TAXI

ARCADE MODE

$61,563.30	John Keighley
$49,445.00	Paul Fletcher
$41,595.48	Ben Raffles
$31,138.66	Sigbjorn Henning
$23,321.17	Aaron Conway

TEKKEN TAG TOURNAMENT

SURVIVAL MODE

430 Wins	Jin and Heihachi	Liam Raymond
400 Wins	Paul and Jack-2	Sung Jun Han
370 Wins	Law and Paul	Dion Verhoef
126 Wins	Ganryu and Jack-2	Hayden Joyce
109 Wins	Lee and True Ogre	Jamie Cory

TEKKEN BOWL

300 Points	Ganryu and Jack-2	Hayden Joyce
300 Points	Jin and Gun Jack	Amir Chaumoo
300 Points	Brian and Julia	Amanda Offord
300 Points	Bryan and Yoshi	Aaron Conway
300 Points	Law and Paul	Sung Jun Han

TIME ATTACK MODE

1:54:80	Jin and Paul	Stuart Morrison
2'00"00	Jin and Paul	Liam Raymond
2'09"26	Jin and Paul	Allain Baillie
2'41"80	Jin and Julia	Dan Atherton
3'11"40	Law and Paul	Sung Jun Han

SSX CHAMPIONS LEAGUE

TOP SCORES

Snowdream	487,750	Mathew Bevan
	429,190	D Mackay
	400,170	Paul Woodall
	364,000	Daniel Hurtley
	352,360	Marc McKeown
Elysium Alps	833,240	Sam Payne
	704,950	Richard Dixon
	682,950	Mathew Bevan
	656,805	Paul Woodall
	608,200	Gavin Haywood
Mergury City	568,845	Paul Woodall
	515,500	Mathew Bevan
	486,975	Gavin Haywood
	446,040	Marc McKeown
	439,240	Ryan Smith
Mesablanca	506,870	Mathew Bevan
	380,081	M Dodsworth
	368,530	Marc McKeown
	357,100	Paul Woodall
	328,225	Ryan Smith
Tokyo Megaplex	500,600	Sam Payne
	467,715	Paul Woodall
	464,690	Mathew Bevan
	449,245	Gavin Haywood
	384,495	Paul Woodall
Pipedream	700,670	Mathew Bevan
	676,360	Paul Woodall
	665,720	Mathew Bevan
	661,420	Paul Fletcher
	637,531	Gavin Haywood

TOP TIMES

Snowdream	1'48"15	Daniel Hurtley
	1'52"22	David Mulholland
	1'53"80	B. Henriquez
	1'53"72	Lu-Hai Liang
	1'53"83	Marius Cheek
Elysium Alps	3'49"95	Paul Redman
	3'49"99	David Mulholland
	3'52"72	Lu-Hai Liang
	3'55"14	Iain Jackson
	4'01"48	Daniel Hurtley
Mergury City	2'31"66	Marius Cheek
	2'40"62	David Mulholland
	2'43"20	Lu-Hai Liang
	2'45"09	Paul Fletcher
	2'55"30	David Barnard
Mesablanca	2'16"09	David Mulholland
	2'16"21	Daniel Hurtley
	2'22"82	Jack Pope
	2'23"01	Amanda Offord
	2'24"12	David Mulholland
Tokyo Megaplex	2'44"90	David Mulholland
	2'46"14	David Hipperson
	3'07"11	Marius Cheek
	3'09"53	Daniel Hurtley
	3'14"00	Thomas Pooley
Aloha Ice Jam	1'33"29	Mike Williams
	1'38"70	David Mulholland
	1'41"22	Marius Cheek
	1'44"60	Paul Redman
	1'44"77	Lu-Hai Liang
	1'52"27	Daniel Hurtley

TIMESPLITTERS

STORY MODE (NORMAL)

Level	Top Times	
Tomb	1'18"1	John Norman
	1'24"4	C Minshaw
	1'53"6	David Peacock
Chinese	1'23"5	John Norman
	1'55"7	Peter Nickson
	2'02"2	David Peacock
Cyberden	1'07"1	John Norman
	1'09"5	David Evans
	1'12"7	Michael Mitchell
Village	0'29"9	David Peacock
	0'30"6	C Minshaw
	0'32"3	Daniel Nizidek
Chemical Plant	0'24"2	John Norman
	0'28"7	David Evans
	0'31"6	Daniel McCabe
Planet-X	1'09"8	John Norman
	1'13"0	Peter Nickson
	1'13"9	David Evans
Mansion	0'58"4	John Norman
	1'27"1	Michael Mitchell
	1'29"0	Daniel McCabe
Docks	1'13"5	Peter Nickson
	1'28"2	Daniel McCabe
	1'22"1	Steven Drew
Spaceways	0'58"7	John Norman
	1'00"7	David Evans
	1'01"0	Tim Preston

DEAD OR ALIVE 2

SURVIVAL MODE

100 Wins	Daniel Drysdale
47 Wins	Stephen Rutter
43 Wins	James Cosgrove
31 Wins	David Johnson
28 Wins	Uche Okike

TIME ATTACK MODE

1'14"72	Jan M de Vlas
1'17"27	David R Holt
1'24"42	Miles O'Owyers
1'25"97	David Peacock
1'27"94	Alan Conell

TONY HAWK'S PRO SKATER 3

OK, a bit of rule-clarification, here. You can use any character with full stats – but no using the perfect balance, super stats or moon gravity cheats. That's no test of skill!

FOUNDRY

4,123,281	Alex Holbrook
3,933,754	Grant Jones
3,462,444	Simon McCreadie
2,898,576	Gordon McTurk
2,882,262	Carl Dean

CANADA

3,372,812	Grant Jones
3,240,032	Stuart Hurst
3,237,366	Carl Dean
3,029,382	Ben Hodges
2,751,016	Theo Litzon

RIO

5,380,530	Alex Mucadum
5,032,186	Daniel Moffat
5,024,445	Carl Dean
4,599,676	Scott Trenholme
4,270,114	James Cleave

SUBURBIA

3,535,624	Grant Jones
2,725,911	Lewis McKenzie
2,602,970	Stuart Hurst
1,865,443	Ben Hodges
1,810,100	Carl Dean

AIRPORT

11,568,102	Stuart Hurst
9,026,926	Christopher Mathieson
7,909,285	Jamie Woolhouse
7,249,770	Gordon McTurk
7,119,591	James Cleave

TOKYO

4,555,426	Grant Jones
3,899,460	Ben Hodges
2,383,863	Stuart Hurst
2,080,876	Richard Brown
2,078,975	Lewis McKenzie

L.A.

3,326,487	Carl Dean
3,118,704	Lewis McKenzie
3,048,321	Grant Jones
2,924,092	Stuart Hurst
2,825,087	Ben Hodges

CRUISE SHIP

5,302,410	Grant Jones
3,869,709	Stuart Hurst
3,621,337	Luke Haslam
3,138,618	Jay Mulligan
3,122,065	Phil Crowe

SKATER ISLAND

2,587,827	Craig Skelly
2,333,386	Grant Jones
2,244,709	Ben Hodges
2,139,306	Stuart Hurst
2,028,790	Jay Mulligan

IN THE DOJO

›PLACES FOR FACES

LEE GRANT

Unnatural board talent

Everyone's favourite *Tricky* course is the one named after biscuits – and Lee's the nuts at it. Despite looking a bit evil. It's intentional, we suspect.

BEN HODGES

Deadpan downhiller

Give us a smile, cheeky – it's disturbing how many entrants pose for photos as if they're going to be squinted at by intolerant border guards...

PAUL WISE

Tanned man

Paul's heading up the charts on the notoriously (ah-ha) tricky Alaska course. He also suggests that you use the spaceship on Mergury Meltdown.

STUART HURST

Knows his lines

Normally using *that* Airport line invites merciless retribution, but 11 million's a phenomenal run by anyone's standards. You were lucky this time, Stuart.

TOMMY WILLUMSEN

Norwegian rally king

Tommy Sent us three tapes this month, each bettering his previous score. Apparently there isn't much else to do in Norway during the winter...

The senders of the five most significant scores each month – *as long as they actually bother to reveal themselves* – will win this smart piece of kit, which not only lets you unlock hidden stuff in your game but lets you watch import DVD movies in full RGB!

GRAN TURISMO 3

Fancy competing on *GT3*? Then send us your Free Run Arcade lap times using the Castrol Supra.

SUPER SPEEDWAY

0:27:900	James Gott
0:28:166	Tommy Willumsen
0:28:518	Colin Doran
0'29"524	Stewart Inglis
0'29"641	Amanda Offord

MIDFIELD RACEWAY

0:57:876	Tommy Willumsen
0:58:397	Colin Doran
0:58:394	James Gott
0:59:613	Tom Evans
0'59"749	Amanda Offord

SMOKEY MOUNTAIN

1:09:727	Tommy Willumsen
1'09"820	Daniel Hurtley
1'11"201	Bill Harrison
1'11"342	Russell Gant
1'13"745	John Bray

TRIAL MOUNTAIN

1:08:505	Tommy Willumsen
1:08:146	Colin Doran
1:09:412	Daniel Moffat
1'09"820	Amanda Offord
1'10"734	Chris Balmer

SWISS ALPS

1:16:503	Tommy Willumsen
1'21"764	Amanda Offord
1'21"976	Andrew Champness
1'23"006	Dave Easton
1'23"677	Russell Gant

WWF SMACKDOWN! JUST BRING IT

SLOBBERKNOCKER

62 Wins	Lee Todd
62 Wins	Gordon McTurk
59 Wins	Michael Mould
57 Wins	Jeetah Vadgama
57 Wins	Darren Mahoney
55 Wins	Ihsan Kemal
55 Wins	Kevin Jeffrey

FASTEST WIN

0'03"	Patrick Fay
0'05"	Kieron O'Connor
0'05"	Darryn Donnelly
0'06"	Marcel Falzon
0'06"	Scott Martin
0'06"	Melvin Magaby
0'08"	Robert Good

MOTO GP

JAPANESE GP
SUZUKA

2'02"900	John Hamilton
2'03"220	Ed Dawson
2'03"558	Jon Dudley
2'04"450	Doug Bradbury
2'06"178	Matthew Lebreton

FRENCH GP
PAUL RICARD

1'15"936	Jon Dudley
1'16"810	Andrew Wynwe
1'18"292	Johan Persson
1'18"676	David Barnard
1'18"704	Matthew Lebreton

SPANISH GP
PEREZ

1'40"140	Jon Dudley
1'41"486	Andrew Wynwe
1'42"390	Paul Fawcett
1'42"528	David Barnard
1'42"670	Matthew Lebreton

Dojo Tip: Set up the DualShock 2 so that you've got accelerate and brake on the Right Analogue. It feels weird to start with, but it's the only way to crack the really top times.

BRITISH GP
DONINGTON

1'27"372	Jon Dudley
1'28"336	Andrew Wynwe
1'29"986	David Barnard
1'30"686	Johan Persson
1'31"322	Thomas Quinn

PACIFIC GP
MOTEGI

1'46"992	Jon Dudley
1'47"506	Andrew Wynwe
1'49"396	Paul Fawcett
1'49"496	David Barnard
1'50"008	Johan Persson

RIDGE RACER 5

PARKTOWN

0'40"398	Adam Streeter
0'47"103	Nick Marsh
0'47"159	Roger Wilkinson
0'49"675	Kevin Peacock
0'54"599	Nick Reader

OUTER PASS

0'54"152	Adam Streeter
1'04"147	Nick Marsh
1'04"244	Roger Wilkinson
1'08"532	David Maddocks
1'12"526	Nick Reader

ABOVE THE CITY

1'02"578	Adam Streeter
1'10"031	Nick Marsh
1'12"615	Roger Wilkinson
1'17"734	David Maddocks
1'18"510	Kevin Peacock

BAYSIDE LINE

1'31"328	Adam Streeter
1'50"207	Nick Marsh
1'50"756	Roger Wilkinson
1'54"860	Kevin Peacock
2'00"458	David Maddocks

99 LAP RACE

1h 35mins	Pete Stevens
1h 37mins	Nick Reader
1h 38mins	Doug Bradbury
1h 42mins	Keith Townsend

THINK YOU CAN DO BETTER?

Then fill in the form, send us a message to print – as long as it's witty – and make sure you're as good as you think you are.

A POLITE NOTICE

As you can imagine, we get sent *hundreds* of tapes each month, and while you can rest assured that we *do* go through them *all*, magazine deadlines mean your scores might not appear as early as you're expecting. *Please* try not to call us, as we don't always know offhand if you're currently top of the leaderboard, and we're less funny when we're tetchy – but keep your eyes on these pages.

PRO DOJO ENTRY FORM

PSM2,
PRO DOJO,
FUTURE PUBLISHING,
30 MONMOUTH STREET,
BATH BA1 2BW

Dear PSM2,
I'd like to join your elite order of shadow warriors. Please. I can bring my own blowpipe and everything.

And I enclose... MY PHOTO ❑ **A VIDEO OF MY ACHIEVEMENT ❑**
(Now put me on your DVD!)

I've got the following scores...

Game	Score

Name
Age
Address

GUARANTEED TO MAKE YOUR SPIDEY SENSE TINGLE...

SPIDER-MAN: THE MOVIE EXCLUSIVELY EXPOSED IN THE NEW ISSUE OF GAMESMASTER!

ON SALE WEDNESDAY 20 MARCH

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

METAL GEAR SOLID 2 SONS OF LIBERTY

PART 2

AFTER CRACKING every Dog Tag last issue, it's time to get yourself up to speed with the subtleties in technique that separate the wheat from the chaff grenades. Be the Snake, people... *be* the Snake...

METAL GEAR SOLID 2
SONS OF LIBERTY

AIM OF THE GAME

Like a heavily-armed combat onion, *MGS2* boasts the kind of layered density that'll have you tip-toeing through the game time after time. Your first exploration will be plot-heavy and heavy on the gore, while every visit after that will have you in awe of Kojima-san's outrageous attention to detail.

Why put hinges on doors if you can't open them? How can you improve your camera technique? Er... seagulls? If you can see it – it's been put there for a reason. So here's the second part to our guide to squeezing every last ounce out of this groundbreaking adventure.

IDENT-ISTRY

We've also sorted a guide for those Dog Tag-wearing guards that aren't too keen on staying in the same place. These wanderers only appear at certain times, which makes pinning them down just that little bit trickier. Crush their Romany with our help and a well-aimed kidney punch.

WHAT WE SAID...

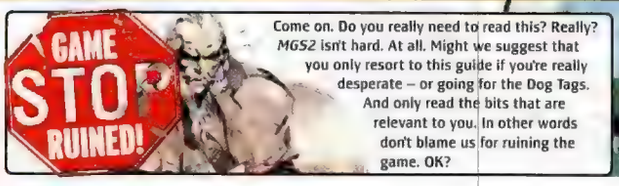
PSM2 ISSUE #17 Xmas 2001

"It offers frightening replay incentives. Near perfectly balanced and worth every bit of the hype. If you deny yourself this, there's something slightly wrong with you."

WHAT WE SAY NOW

Nope, that plot doesn't get any easier to swallow, but look how smoothly we can smash the forces of tyranny!

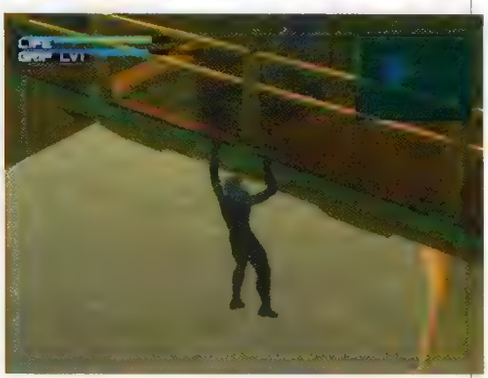
96



Come on. Do you really need to read this? Really? *MGS2* isn't hard. At all. Might we suggest that you only resort to this guide if you're really desperate – or going for the Dog Tags. And only read the bits that are relevant to you. In other words don't blame us for ruining the game. OK?

28 TRICKS THEY DON'T TELL YOU IN THE INSTRUCTION MANUAL

If you're after Dog Tags or just showing-off you must know this...



GRIP JUICE: It's worth strengthening Raiden's ability to hold and shimmy. You can skip some irritating later sections with his improved hangtime.

1) EXTENDING YOUR GRIP GAUGE

You can boost your Grip Gauge by exercising. When dangling press L2 and R2 together and you'll do a pull-up. Do 100 pull-ups and your grip gauge gets longer – this is essential for a short cut near the end of the Tanker chapter and generally really ruddy useful. Give it a go.

2) JUMP OUT SHOTS - GRENADE STYLE

You can do jump-outs with grenades too. First flatten yourself against a wall and slide up to a corner. Press L2 or R2 to lean around the corner and you'll flip the grenade to the appropriate hand. Next press and hold ○. The longer you hold ○ the further you'll throw when you release it. Bear in mind that when you first press ○ you'll pull the pin on the grenade, so the longer you hold onto the grenade the sooner it'll detonate. Just make sure you throw it before it goes off...

3) HOT STUFF

Wherever there's pipes, there's hot steam. Take a second out from shooting at the guards to shoot at the pipes and release a scalding blast that can finish your enemy off.

4) AUTO AIMING

The game will help you take aim at enemies if you let it. This only works in third-person view. Pressing L1 while generally facing in the direction of an enemy will cause you to lock onto them, so you don't need the more precise aiming of first-person mode. This is good for dealing with lots of enemies but not ideal if you want to shoot a specific part of the body (such as a stealthy sniping headshot).

5) MOVE AND SHOOT

You *can* do two things at once. Press and hold L1 and you can run while you're shooting. This is ideal for the automatic weapons – like the M4 or AK-47u. Play from the remote view (not pressing R1) and drive Raiden around spraying bullets all over the shop.

6) IN THE CLOSET

Leaning forwards in the locker for a better view through the grill will make a noise as your head hits the door. Far better to press the button very softly however and you can lean forward silently. Also, guards outside the locker will first look through the grill before opening the door. Amazingly squatting down means that you won't be spotted through the grill, lessening the likelihood of an embarrassing door-opening discovery.

7) DOUBLE-TAP RELOADS

Tapping the L2 and R2 buttons can quickly unequip items without the need to properly deselect them. If you've only got a few bullets left in your selected gun you can double tap L2 to deselect and reselect the same weapon – only reloaded. This is ideal if you want to enter an area with a full clip rather than get caught short in mid-battle.

8) BUILD YOUR LIFE

When playing as Raiden try squatting or lying down during the quiet moments of Boss battles (or anywhere else for that matter) to slowly build up a shabby looking life bar. It'll only build about 20

IN VENT: The guards will check the lockers, so stay low.

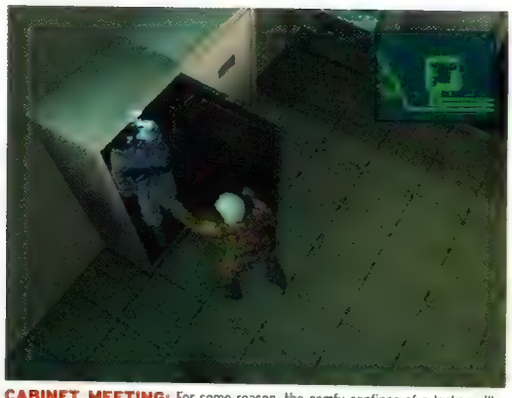
STUBBLING BLOCK: Don't forget the shaver for Snake.

SNEAKER'S CORNER: Leaping out with a grenade's great for deterring guards.

STEAMING THE TIDE: Pop the pipework to make a mess of your enemies.

CONFRONT ZONE: Best not get one-on-one with a tiny shooter in remote mode...

AUTO CAD: Try the AK-47u for some insane sprinting and firing action.



CABINET MEETING: For some reason, the comfy confines of a locker will render a guard unconscious for as long as he's in there. A bit like life, really.

SLING BLADE: As well as mastering the art of blocking, you'll need to be able to switch between the 'stun' and 'kill' attacks if you want to defeat Solidus humanely.

percent of the way up though – no matter how long you wait.

9) EASY NIKITA

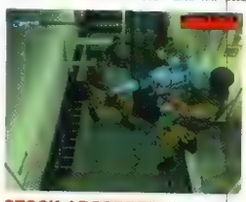
Since the world of *MGS2* is built on a grid system (with a clearly defined North, South, East and West) you may find the Nikita much easier to steer around with the D-pad rather than the Analogue stick. Simply tap which direction you want it to go and tap opposite directions repeatedly (left, right, left, etc) to hold it still.

10) SLEEPING WITH THE FISHES

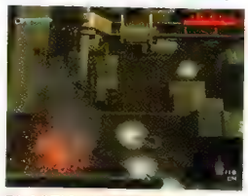
Here's a weird one for you: guards usually wake up after a minute or so, but place them in a cupboard and they remain unconscious. Ideal for permanently taking a guard out of the game.

11) SWORDPLAY LESSON 1

Perhaps more important than any attack technique is the art of defence. Hold L1 to block and you can deflect body attacks and even bullets. You can still move around too, so press L1, move up to a distant enemy then hack him up when he reloads.



STOCK ABSORBER: No ammo? grab a weapon and hit 'em with it.



PLASTIC INEVITABLE: Turn a guard into a bomb with some C4.

12) PISTOL WHIPPING

Punching with a weapon equipped will give the enemy more damage than if you're empty handed. Simply punch (○) while you have a weapon equipped. It's possible to knock guards out with a couple of hits.

13) REMOTE DETONATION

As in the original *Metal Gear Solid* it's possible to put C4 onto a guard's back. You can then let him walk next to other guards or cameras, allowing you to then remotely detonate the C4 and take the lot out in one go.

14) SWORDPLAY LESSON 2

Press the □ button to switch between the two types of High Frequency Blade attacks. Edged style (Red) will reduce the enemy's life gauge while Blunt style (Blue) will knock them out, or reduce the enemy's Stun gauge.

15) SILENT RUNNING

Crawling will let you cross noisy surfaces silently. Or you can just repeatedly quick tap the direction pad in the direction you want to go and you'll do a kind of shuffle across. Alternatively try hitting ⊗ while running for dives and rolls – a lot quicker and certainly much cooler.

16) EXCLAMATION MARKS

Unlike real-life, in *MGS2* it's possible to buy yourself another few seconds after discovery by shooting away the '?' or '!' from above the guards' heads. They're then sent back into confusion, allowing you to deal with them in another brutal way.

17) BREATHE EASY

Press the △ button to slow down the rate you use up your O2 while underwater. Do this often enough and you'll get a boost to your O2 meter.

18) THE POWER OF CHAFF

Usually used to disable cameras but it's worth remembering that Chaff Grenades will disable all electronic devices – including the enemy's radios and Cyphers. Set one off then attack a guard and he'll be unable to call for assistance even though he's spotted you, so you can kill or hold him up without fear of attack.

They also come in handy for defeating the Metal Gear Rays at the end of the game too. Bear in mind that they'll also disable your radar, your Nikita, Stingers and C4.

19) RADIO INTERFERENCE

Notice that the full alarm doesn't go off until a few seconds after you've been spotted. In the short time before a guard radios for back-up it's possible to kill him with a clean headshot, knock him out or – best of all – shoot his radio. With a broken radio he can't call for help. If he gets a couple of words out an investigation team will come running, if he completes his message a full-on attack squad will appear. For a laugh, you can shoot their radio before they've spotted you. It's on their belt on the left. Then when you reveal yourself they'll make a grab for it and be helpless.

20) CUTTING THE CHAT

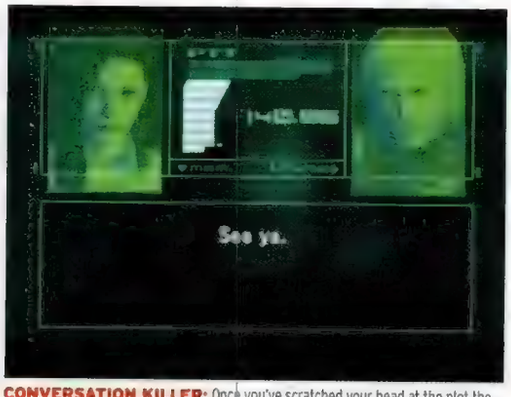
Press △ once to skip through the lengthy conversations at lightning speed. Ideal if you've played through the game once already and aren't bothered by the intricacies of the head-warping plot.

21) BODY GUARDS

When attacked by lots of enemies go for a human

EXCLAMATION POINT: These crack attack guards have steamed in looking to wipe you out. What they weren't expecting was a bullet in the oversized punctuation hanging over their heads. That'll teach 'em to keep their thoughts to themselves.

LUNG TIME COMING: The underwater sections can be quite tricky, so take a bit of time to increase your breathing capacity and make things easier.



CONVERSATION KILLER: Once you've scratched your head at the plot the first time around, you'll want to do some heavy skipping when you go through again

TAKING A HIDING: Storage areas are brilliant for hiding in, especially under a box of your own. Get it right, though, otherwise you'll be rumbled.

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

PSM2 Hard Targets

On your quest for Dog Tag supremacy but finding it hard to bat all 36? These are the ones you're missing...

Tanker: Very Easy Level

[illegible]: Olga Gurlukovich: 0923: A: Navigational deck, Wing
Once you've beaten Olga shake her body for the tag.

[illegible]: Michael C Anthony: 0307: O: Deck-A, Crew's Lounge
When you first enter the room he's not there. He only shows up here after you beat Olga.

[illegible]: Mineshi Kimura: 0618: AB: Deck-D, Crew's Quarters
This guy is not in the room at first, but when you enter the food storage area (the bit with the boxes) he'll come up the stairs. Bag him before he goes back downstairs.

[illegible]: James P Fitzgibbons: 0513: ?: Engine Room
This guard only appears the first time you enter the engine room, so get him as soon as you see him.

[illegible]: Alexander Strigi: 0403: A: Engine Room
This bloke enters the room with the first bomb puzzle just after you. This guard will only show up once, so get him quick.

Tanker: Normal Level

[illegible]: Shigeo Okajima: 0130: A: Strut A Pump Room
Another bloke that only appears after you've fought Olga.

shield and his buddies will stop firing at you. Use the basic grab and drag technique first then turn to place the body between you and the bullets. Easy.

22) BOSS GUARDS

Many areas are patrolled by a group of guards. Taking out a guard that has to report back to base will result in a squad being sent in to investigate. Brilliantly, only one guard per area reports back. Watch to see which guard this is, then you can leave him alone and take out all the others without fear of discovery. If you have to take the reporting guard out, do him last. Alternatively, exit the area and re-enter it and the countdown to the HQ asking for a report will be reset each time, buying you more valuable seconds.

23) CHANGING YOUR MIND

We've all been there: You've gone first-person, you've pressed R2 and now you don't want to actually fire a shot. Of course you can tap L2 to unequip the weapon but you can just release R2 reeeaaally gently to holster the gun without a shot being fired.

24) USING THE STUN GAUGE

The Bosses' Stun Gauge is another way to beat them. When hit with tranquilliser weapons, such as the M9 or PSG1-T or punches and kicks, it's this bar that's depleted. When either this or the main strength bar has gone the boss is defeated.

25) BOX CLEVER

Use the right box in the right place (the orange box in amongst the other orange boxes and the Z.O.E box with the Z.O.E boxes) and the guards won't spot you.

26) MAN FROM ATLANTIS

Tapping R2 repeatedly will make you swim faster while pressing ⊗ will bring you to a quick stop. The right Analogue stick will help you make sharper turns too.

27) INDESTRUCTIBLE POINTS

Look for piles of crates near to walls. There's often a tiny space that it's possible to slide into. Press against the wall then slide on in. Amazingly, even during a full-on attack the guards will not be able to follow you or shoot you while you're there. They'll simply stand by, frustrated that they lack an animation to lean around the corner or slide in after you, then give up when the attack timer runs out.

28) TWINKLE TOES

Press L2 and R2 together in first-person view (with L1 held down). This is handy if you can't quite see what you're trying to aim at, giving you a couple of inches of extra height.

GOING SWIMMINGLY: You'll be surprised at how much control you have in the water. Moving quickly and turning sharply's the key to cracking the soggy bits.

SPRAYING FOR FLAME: The coolant's ideal for extinguishing fires, reviving unconscious guards and defusing bombs. That's a handy piece of kit, y'know.

NOT RUBBISH SKIP: The Engine Room short cut will save you having to battle your way through a load of guards. You'll need to improve your grip, though.

OUT OF CHARACTER: Because the cut-scenes use the game engine, Hideo Kojima's given us the option to replace key characters. Truly hilarious.

SAFETY CATCH: Once you've popped into the firing position you can release R2 slowly to reholster your shooter.

IF IT MOVES - SKILLET! Amuse yourself in the kitchen by pinging shots off the hardware hanging around.

16 THINGS YOU MUST DO IN MGS2

Struggling to justify one more play through? Think you've second-guessed Hideo Kojima and found every little trick and secret? Hold those horses, cowboy. Here're a few things that we bet you didn't even know existed.

1) SUPER BEEPER

Play with a controller without a DualShock feature (a really old PlayStation pad or early analogue pad) and instead of making vibrations, the Anti-Personnel sensor now beeps. The beeps will become more regular the closer the enemy gets. If anything, it's a more useful and precise measurement of range than the vibration-based method.

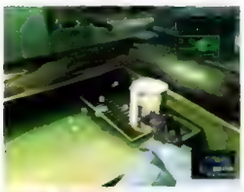
2) SAUCY LADIES

Open a cupboard door or tempt a guard or two in front of a lady poster and they'll lose interest in chasing you. Alternatively, try leaning forward in first person mode to kiss the poster and give Otacon a call to be told off for fiddling with yourself. No, it's true. Try it.

BIKINI KILL: Pretty ladies are a distraction for both you and the guards.

3) ICE CUBE

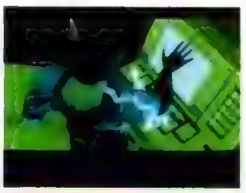
In the bar area in the crew's lounge on the Tanker try shooting the ice bucket on the bar. See the ice cubes melt? Try shooting the magazine rack, leaves off the plant and the big plasma TV, too.



CUBE GAME: Look! Ice! Leave it and it melts! Christ, that's genius!

4) NAME CHANGE

In the Strut A, Pump Facility you'll get to put your name in the node computer. Put in something really stupid (or obscene). There's a cut-scene right at the end of the game that features your name and that'll now be rendered hilarious.



NODE WAY HOME: Put in a rude name and enjoy the final cut-scene.

5) SNEAK PREVIEW

You can see Ocelot before he attacks in the Hold 3 area of the Tanker. Go round behind Metal Gear, climbing on the railing and you'll be able to see Revolver Ocelot waiting to pounce. Brilliant!

6) JAZZ CLUB

Dirty mags can be found around the game. Deploying one in the path of on oncoming assailant will cause them to drop to their knees and throb with disbelief at the pleasure contained therein

7) SHAVEN HAVEN

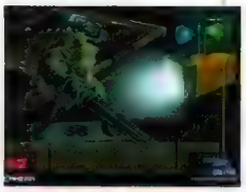
The Shaver can be found at the start of the Plant chapter of the game in the Strut A Deep Sea Dock. Get in the water, slide across to the right then climb out on the other side of the fence to find it. If you give this to Snake when you meet up on the Strut B, First Floor he'll have a shave later

POSTER PANTS: Leave a locker door open with a pin-up showing and your pursuers' base instincts will take over. Leaving you to hide in absolute safety.

SHAVE YOURSELF: Help Snake maintain a presentable appearance.

8) TOY STORY

Check out the Raven toy near the Tanker's Engine Room. You can even turn it on by shooting it. And while you're there open one of the lockers for a nasty surprise.



RAVEN, WE'RE RAVEN: Have a play with this ironic original *MGS* toy.

9) MEN IN PANTS

Complete the game once then play through again. When you get to Hold 3 of the Tanker all the Marines in there are in their boxer shorts and *sans* trousers.

SHORT ORDER: A roomful of trouserless squaddies. Nice.

10) ENGINE ROOM SHORT CUT

In the main part of the Engine room (the big chamber where you start off on the right-hand side) you can take a sneaky short cut over to the left without dealing with all the guards. You'll need to have built up your grip meter first, though (see earlier). Just grab and shimmy along the wire you'll find on the top level. Easy.

CAUGHT OUT THERE: Not even a mucky poster can save you here.

MIC READ: See what the troops really think of their day jobs.

11) EAVESDROPPING

In the bit where you're listening to Solidus, Olga and Ocelot using the D-Mic turn round to the left and you can hear two soldiers whinging about what a crappy time they're having. Absolute genius.

12) SLIPPERY CUSTOMERS

Try running on the areas of bird cack on the Strut A Roof and you'll slip over in it. Doh!

13) A FRESH START

Finish the game and the start screen will turn blue, showing a picture of Raiden rather than Snake. You can switch it back again by repeatedly pressing L2.

14) BURNOUT

In the Shell 1 Core, before you rescue the President, you're confronted with an electric floor trap that you can throw things onto it and watch them fry. Grenades and ammo clips will get electrocuted whereas paper objects such as magazines and boxes will catch fire. Neat.

15) PROJECTOR ANTICS

After dodging the second projector in the Tanker's hold go round the back of it to discover a switch allowing you to change from one projector to another. Eventually pictures of saucy ladies will appear instead. Excellent!

16) HIDEO'S VIDEOS

Take a picture of the screen on the right in the Hold 2 Tanker area and you'll get a ghost image, like those in *MGS*. Look at it later and you can see Hideo Kojima.

HIDEY HO: During alerts you can squeeze yourself into unreachable positions (see Trick 27) where you can tough it out until the guards reset and leave.

SCREEN IT ALL: Mess with the projectors during the official briefing, and the marines won't quite know where to look. Put lasses on both for extra effect

PSM2 Hard Targets

Plant: Very Easy Level

[illegible]: Iriquois Pliskin: ?: ?: Arsenal Gear-Ascending Colon
You've got to beat up Snake! Then shake his body for the tag. Each time you knock him down he'll get angry and try to use the same combo on you. But you can cartwheel out of the way at the last second to dodge his blows.

[illegible]: Mike J Newman: 1213: B: Strut A roof
Only appears once you've been to Strut A Pump Room.

[illegible]: Shigeo Okajima: 0130: A: Strut A Pump Room
Only appears after you fight Fortune.

[illegible]: Mario C Lopez: 0816: ?: AB Connecting Bridge
You've got one chance to bag this bloke. Take him out the first time you go to the AB bridge.

[illegible]: Shuhei Tanaka: 0425: O: Strut B Transformer Room
Only appears after talking with Stillman.

[illegible]: Momoko Kawai: 0327: ?: Strut B Transformer Room
Only appears after talking with Stillman.

[illegible]: Kengo Iwata: 1129: AB: BC Connecting Bridge
Only appears after you fight Fatman.

[illegible]: Daniel Modol: 0624: ?: Strut C Dining Hall
Only appears after talking with Stillman, exit the room and re-enter.

[illegible]: Noriyuki Katsumaru: 0128: O: Strut C Dining Hall
Only appears after talking with Stillman – Leave the room then come back in.

[illegible]: Tony J Ylaranta: 0420: O: CD Connecting Bridge
Only appears after you fight Fatman.

[illegible]: Kyoko Hariyama: 1227: A: DE Connecting Bridge
Only appears after you fight Fatman.

[illegible]: Yuta Kunibe: 1205: A: Strut E Parcel Room
Only appears after you save Emma with the PSG1, in the room with the DG Camera.

[illegible]: Timothy J Kane: 0809: AB: Strut F Warehouse
Only appears after talking with Stillman.

[illegible]: Allen J Chang: 0609: B: FA Connecting Bridge
Only appears after talking with Stillman.

[illegible]: Erik R Christy: 0308: ?: KL Connecting Bridge
Only appears when you bring Emma here.

[illegible]: Motoyuki Yoshioka: 0708: B: Shell 2 Core, 1F Air P. Room
Only appears when you bring Emma here.

[illegible]: Adrien Thien: 0524: A: Shell 2 Core, 1F Air P. Room
Only appears when you bring Emma here.

[illegible]: Yuki Higuchi: 0416: A: Shell 2 Core, 1F Air P. Room
Only appears when you bring Emma here, close to the east exit.

UK GAME ADD-ONS

So what if we had to wait for months to get the game after everyone else – we get these top extras. But only after you've complete the main game first...

EUROPEAN EXTREME MODE

An even more severe version of the standard Extreme mode. So hard it's hardly worth playing.

CASTING THEATRE

Playback some of the best cut-scenes from the game but change all the character models around. Now you can witness the famous Olga versus Snake Battle but this time cast Vamp and Raiden in the starring roles. Not only this but there are a few new characters in there who you might not notice in the game – such as male and female office workers. We recommend the Tanker Attack stage where you can replace the onslaught of Russian troops with bloodthirsty old ladies.

BOSS SURVIVAL

The star attraction is this new mode in which you fight every boss in the game in sequence. Choose to play as either Raiden or Snake and fight all-comers against the clock. The battles themselves are identical however (see this issue's DVD for our top boss-beating techniques).

PETAL GEAR: Muck around in the Casting Theatre mode to replace all our favourite villains with a homely school marm in twin-set and pearls. Creepy.

PSM2 Hard Targets

Plant: Easy Level

[illegible]: Miles D Ashley: 0505: ?: AB Connecting Bridge
While simple to bag on Very Easy level, on Easy level upwards he only shows up once, so bag him the first time.

Plant: Normal Level

[illegible]: Juntaro Saito: 0418: O: AB Connecting Bridge
Another guard that you've got to bag straight away or you'll miss your chance forever. Tranquillize him, then when you get your Socom from Snake rush back here.

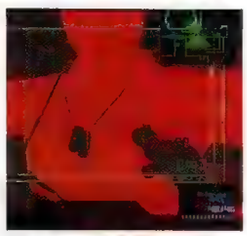
[illegible]: So Toyota: 0707: A: AB Connecting Bridge
As above. Tranquillize him, then when you get your Socom from Snake rush back here.

[illegible]: Sevak N Fair: 0323: ?: Shell 2 Core, 1F Air P. Room
Appears once you bring Emma in the room. He'll come down the elevator so make sure you hide Emma.

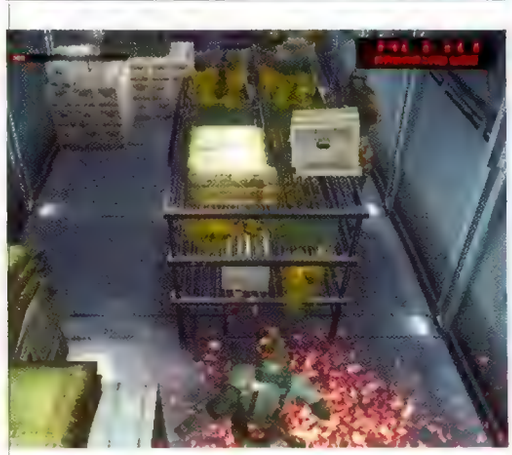
Plant: Extreme Level

031: Berl B Pottsstam: 0103: ?: Strut F Warehouse
He's in the room where you pick up the AKS-74u (LVp door).

BOSS, HOW LOW CAN YOU GO: Take out those post-*MGS2* frustrations on an overweight bomb disposal loony. Give Fatman a hammering in Boss mode.



VANDAL HEART: Stick a dart into this huge - and very expensive - plasma screen for some unspectacular but fun results.



NEXT ISSUE!
More unmissable advice – and your questions answered. Book a copy early.

FOR ALL YOUR PLAYSTATION NEEDS!

MAX

NOW PS2 MENTAL!

PlayStation MAX

FREE MGS2 GUIDE BOOK

THE ULTIMATE GUIDE

METAL GEAR SOLID 2

SONS OF LIBERTY

Frankly, these boots are stupid

GET DOWN, SHEP!

GERDY GERDY

Mental shepherd fun that you won't believe!

BLAST FROM THE PAST!

FINAL FANTASY VI

At last! The role-playing classic comes to PSone!

NOW PS2 & PSONE

PLEASED TO EAT YOU!

BLOOD OMEN

KAIN'S BACK! And he

TAC

MAXIM

It's pant-tastic!

with our giant wa

This liquid diet is playing havoc with my motions.

PLUS!

Dark Summit

Jedi Starfighter

Soul Calibur 2

Star Trek Elite Force

Kessen 2

Dynasty Warriors 3

YOU'RE FIRED!

SPYRO

First shots of Spyro's PS2 ADVENTURE!

BIG AND BOUNCY!

TOMB RAIDER 6

Lara's back and next-generation!

WE'VE GOT THE PS2 SCOOP!

future

APRIL 2002

THE ULTIMATE GUIDE

METAL GEAR SOLID 2

SONS OF LIBERTY

INCLUDING THE ORIGINAL METAL GEAR SOLID WALKTHROUGH

MAX

SLURP!

ON SALE NOW

AT ALL GOOD NEWSAGENTS*

(*AND CRAP ONES)

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

MAX PAYNE

PART 2 DUCKING AND DIVING

Who needs a steady hand and regulation firing stance when you can throw yourself head-first down some stairs with both barrels spewing righteous death. Hmmm?

AIM OF THE GAME

Shoot people. In slow-motion. Lots. Funnily enough, though, this is actually the easiest bit. If you explore enough, there're plenty of life-giving pain-killers scattered about, negating the need to resort to foul-handed cheatery. But it's not all so easy...

MAX FAQ-TOR

The maze sections, combined with the lengthy loading times and constant screaming (you'll see) can be maddening – so we've helpfully included maps showing how to deal with them, as well as the game's other tricky sections.

WHAT WE SAID...

PSM2 ISSUE #16 December 2001

"Stylish, dark and violent – the equivalent of an action film marred only by oversights and occasionally ropey graphics. This is as close to high-calibre heaven as you can get."

WHAT WE SAY NOW

It's well worth sticking it out on the harder difficulty levels to earn yourself infinite bullet time Dive! Dive! Dive!

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NO PAYNE, NO GAIN?

These're the bits that everybody, *everybody* finds absolutely blimmin' infuriating. Deal with them quick, and get back to the carnage.

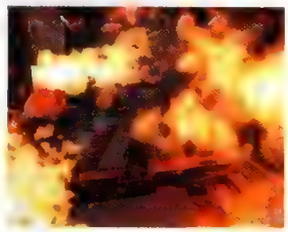
HOW DO I GET ON THE TRAIN?

Follow the route that Gognitti takes – when he makes the final jump, notice that he leaps off the raised part of the roof. It's a bit of a leap of faith – there's no way you can watch the train *and* get enough run up, so you'll have to judge it by sound. When you hear the train rattling in, sprint as close to the edge as you dare, and jump...

GOING LOCO: Remember, kids - Max is a psychopathic cop on the edge. PSM2 does not condone train-surfing.

HOW DO I ESCAPE THE EXPLODING KITCHEN?

First of all, notice that you've got as long as you want. If you *don't move*, nothing new explodes, so wait until you're ready. Turn right instead of going forward at the start, then go straight into the double doors behind the bar. Go straight on and through the next double door. Turn right, run alongside the falling shelves – don't try to nip through, because you'll die – and make a U-turn, heading for the door at the corner. When you enter the big hall, turn left and go straight to another short corridor. Turn right just after you've entered another hall. Go straight until you hit the wall, turn left and jump over the seats. Turn left again, go straight, head for the few steps of stairs and carry on to the door. Go straight and enter the door on the right. Now the tricky bit. Wait for the two shelves to fall then jump over them. Now the *really* tricky bit. *Don't* turn left until the gas cylinder explodes up ahead, or you'll die. Jump over the shelves to the other side of the kitchen. Leave via the only door. Phew, eh?



MAX SECURITY

Not so much cheats as hidden bits – some sections are just in there for the amusement of the programmers.

PART 1 CHAPTER 2

Right at the beginning, there's a hole in the bricks in the wall. Drop yourself a grenade and [illegible] objectives [illegible] declared war against rats." A bit [illegible]

PART 1 CHAPTER 4

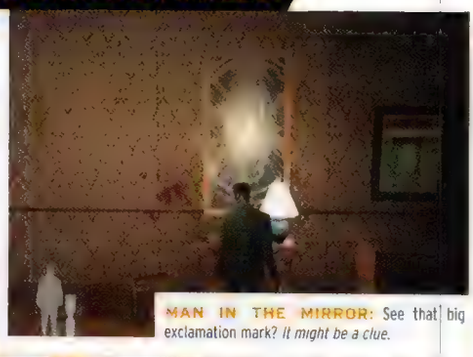
[illegible] the top are a gang of [illegible] Eagles.

PART 1 CHAPTER 8

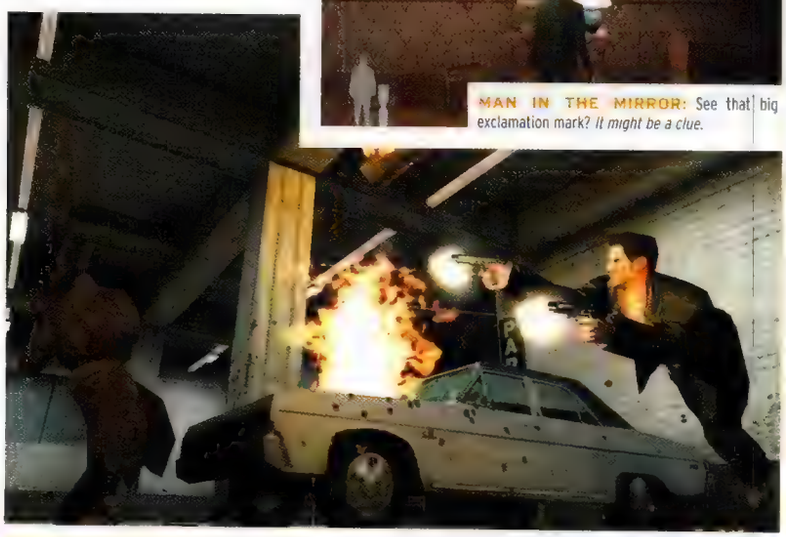
[illegible] speaker and Max'll says "[illegible]

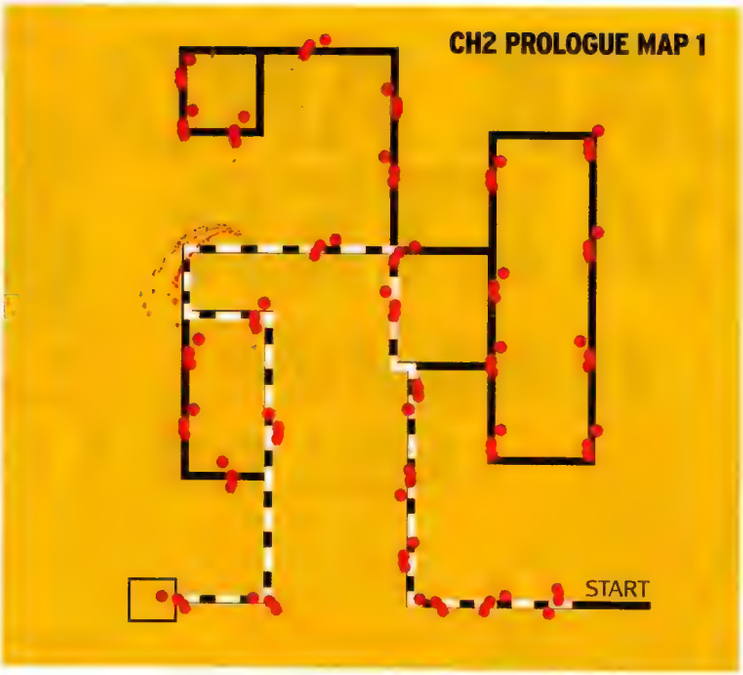
HOW DO I GET THROUGH THOSE (EXPLETIVE DELETED) FLASHBACK MAZES?

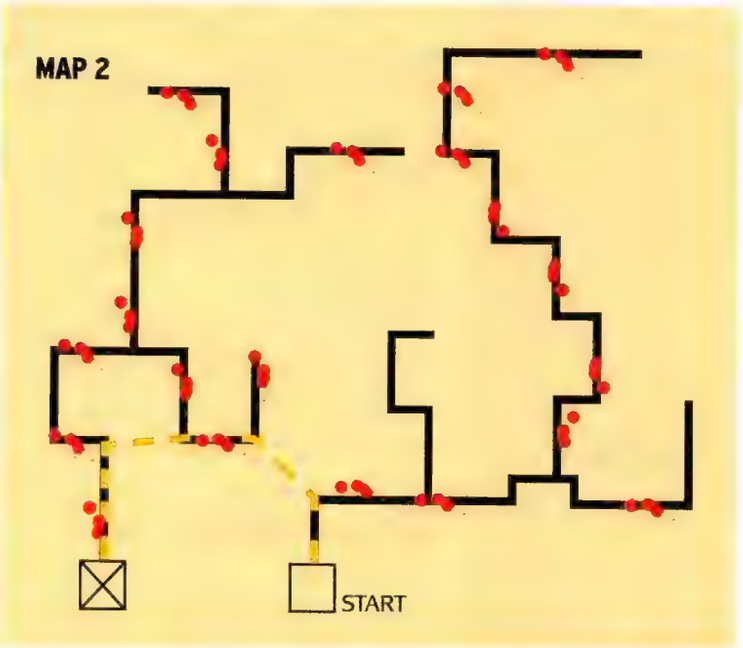
Slowly. Tiptoe along the paths and you'll be fine – although if you're a risk-taker, you can complete map two extremely quickly by taking two huge jumps. See our fine maps to see what we mean.



MAN IN THE MIRROR: See that big exclamation mark? *It might be a clue.*







area, you can 'use' the drum kit and microphone and step on the guitar for some interesting effects and dialogue.

PART 2 CHAPTER 5

Walk up to the crane control, jump on the floor, then jump onto the crane and walk up it. Then jump off onto the boxes to the left and go in between some of the boxes and you'll find a room with Molotov Cocktails, Grenades as well as Beretta and Shotgun ammo.

PART 2 CHAPTER 5

When you reach the grand piano, use it and Max will play the tune himself. You can get a different effect by shooting out the lid

support and trying again.

PART 3 CHAPTER 4

At the entrance ramp to the car park, there's a stack of barrels and an air conditioning unit that you can jump on to reach the roof of the garage. Shoot the lift access panel of the shed there and it will fall into place, you can jump on a grate

is fall into a room with the grenade launcher, a radio you can use to hear audio from the production team and a sniper rifle.

PART 3 CHAPTER 5

In the small room after Wotens office – where you find the Aesir building plans – there's a small picture that you can shoot off the wall, revealing a button. Pressing it will raise the couch on the other side of the room, revealing a staircase down to a private area. In it there's a big screen TV you can use to play a 1080-game-themed parody of Star Trek. In the adjoining room you'll find some extremely droopy paraphernalia

HOW DO I TAKE OUT THE CHOPPER?

You have to shoot at least two of the cables supporting the tower. One's on the right-hand corner once you've got out of the elevators' hall. After cutting this, the killer suits come out. The second cable's on the left-hand corner, hidden behind an impassable gate. After you've got them both, go for the tower with the M-79.

HUEY LEWIS: Scuff this bit, and you're back to the last save point. Make sure you get it right.

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

JAK AND DAXTER

PART 2 TRICKSTER SPIRIT

As with all good platformers the difficulty curve starts to ramp in the second half of the game, which is precisely why you'll need these tips more than ever before.

AIM OF THE GAME

It's a nerdy heaven for compulsive collectors. Precursor Orbs, errant Scout Flies, Power Cells... They're all scattered across the world of *J&D* just waiting for some obsessive, mop-haired youth to pass by and hoover them up into another dimension. And, for the truly diligent, there's the added bonus of a miniature cut-scene that has all the trappings of Quentin Tarantino's True Romance. No idea what we're talking about? Then turn the page and leave all the goodness intact for those that really need it.

CELL DAMAGE

Don't be surprised if you spend time running around in circles looking for some of the trickier Cells. Cunning use of the Launchers will help you reach what look like impossible places. Groovy.

WHAT WE SAID...

PSM2 ISSUE #18 January 2002

"Some great moments deftly mixed together. Derivative in almost every way, but massive, gently enthralling and fun. The first PS2 platformer that's an essential purchase."

WHAT WE SAY NOW

"If you're going to play through this again – turn the sound off. There's only so much of Daxter we can take."

85

HELL FOR A CELL

Sat on the Zoomer outside that rock on the Mountain Pass wondering how the hell to open it? Ever thought there has to be an easier way to complete the Spider Cave? Well we're here to tell you like it is. Yes, there's a lot of words, but they're all good...

MOUNTAIN PASS

Destroy Klaw

Grab the Blue Eco to activate the bridge then dodge the boulders until you can grab the Yellow Eco and fire a few shots at fat boy. Run back to the rock and repeat this process. You should nail him after three attack waves.

Beat the Lurkers

Aim for all the Blue Eco power-ups you can find and stick to the safest route to the end of the mountain pass.

Hidden Power Cell

That rock we mentioned in the intro is located half way down the mountain pass. It can only be opened once you've unblocked the Yellow Eco vent on Snowy Mountain. Come back and blast it later.

Free Seven Scout Flies.

VOLCANIC CRATER

Pay The Miners

The first four Power Cells can be obtained by bringing 90 orbs at a time to the miners. You'll pick them up as you progress through the adjacent levels.

Visit The Oracle

Two more Power Cells can be picked up by paying another 180 orbs to the Oracle on the level.

Hidden Power Cell

Tricky one this. Find a Yellow Eco vent near the entrance/exit of the Spider Cave. Once fully charged leg it back towards the Volcanic Crater and switch on Jak's goggles as soon as you near the mine cart track. See that box up on the ledge? Quickly zap it and another Power Cell is yours.

Free Seven Scout Flies

SPIDER CAVE

Shoot Gnawing Lurkers

Find the different Yellow Eco vents in the first cave and zap the caterpillar-type creatures. They take about three hits before they die.

Climb The Precursor Platforms

See all those wooden platforms the Gnawing Lurkers were trying to undermine? Keep heading up and you'll locate another Power Cell near the top.

Destroy The Dark Eco Crystals

There are four of these in all. The first is near the top of the cave where the Gnawing Lurkers are. Bump into it to set it off. Now head down the Crystal Path that leads off this area towards the Precursor Robot. You'll see a crystal to the right of the first pool of Dark Eco you encounter.

Head back to the main cave and then head to the Dark Eco pool with the floating platforms. Power up with Yellow Eco and shoot the crystal on the ledge from a distance. Now jump over to the bay on the right and roll jump into the clear water. Swim down for the third crystal. The final crystal is along the Dark Path. When you ignite the fourth light crystal head left instead of right to find another clear water pool.

Explore The Dark Cave

As mentioned above, light each of the crystals and make you way to the end of this section for a Power Cell.

Climb The Giant Robot

Take the exit that leads off the first cave where the Gnawing Lurkers are and go find the Drill Lurkers. Work your way to the top of the robot.

Jump The Poles

To the left of the Robot Cave is a drop down to a Blue Eco launcher. Charge up and leap from pole to pole until you reach the top platform.

Clear The Spider Tunnel

Below the entrance to the Robot Cave is a tunnel full of spiders. As with the rock in the Mountain Pass, this is a whole lot easier once the Yellow Eco vent in Snowy Mountain has been unblocked and you can zap the critters.

Free Seven Scout Flies

SNOWY MOUNTAIN

Activate Yellow Eco Vent

Head straight across the level until you reach the fort. Behind some trees on the left-hand side is an entrance that leads under the ice. Head down here and you'll find the Yellow Eco vent.

Stop The Glacier Lurkers

There are three of these dotted about the level. The only way you can get past their shields is to charge yourself up with Red Eco. Kill all three for a Power Cell.

Deactivate Precursor Blockers

These glowing columns can also be found all over the level. Double jump over their fields to turn them off. There are 12 in total.

Open The Frozen Box

Cut straight across the snowball run section and you'll find a Yellow Eco vent at the bottom of a twisty snow road – it'll only be active if you found the first Power Cell on this level. Charge yourself up and shoot it out of the ice.

Open The Lurker Fort

Use the Flit Flit to jump onto the timer button and use the platforms to reach the trigger to the fort's gate.

Get Through The Lurker Fort

Climb the observation tower near the entrance and use it to reach the walkways that lead around all the walls of the fort.

Survive The Lurker Cave

Charge yourself up with Red Eco and wade in. Once you've cleared the lower levels, recharge and work your way up the platforms. It takes about three attempts to clear them all.

Free Seven Scout Flies

LAVA TUBE

Ride the A-Zoomer successfully to the end of the Lava Tube

Note: You can actually navigate some of the lava flows that pour out of the side of the tunnel

Free Seven Scout Flies

GOL AND MAIA'S CITADEL

Free The Blue Sage

The only tricky bit is making sure you jump ahead of the flames once you're on the conveyor belt.

Free The Red Sage

Make sure you jump as far as you can onto the coloured bridges that collapse and head for the series of rotating pie-shaped platforms. There's a huge ambush of Lurkers waiting and you've got to take out their generators, so don't be drawn into firing Yellow Eco from a distance.

Free The Yellow Sage

The only snag with this one is making sure you land on the launchers that are nearest to the next lump of Blue Eco to keep them charged.

Free The Green Sage

Some platforms rise in the main hall now that allow you to reach a higher platform where the Green Sage is being held.

Free Seven Scout Flies

FINAL BOSS

Use Blue Eco to activate the platform then shoot the Precursor Robot's laser using Yellow Eco and Jak's goggles. The 'bot will now throw a bomb-like weapon. Grab the Blue Eco and hit the launcher to jump and avoid it when it detonates.

The next attack is a wave of enemies that can be dealt with by firing plenty of Yellow Eco. Now comes the fireballs, jump and dodge their blast radius then immediately retaliate with Yellow Eco. While the 'bot's reeling grab the White Eco to finish the battle.

Special Preview Issue

Blockbuster update – Exclusive news and pictures!

Spider-Man, Star Wars, Minority Report, Austin Powers 3, Two Towers and loads more

PLUS!

Mel Gibson charges back to the front...
Ali G runs for Parliament... **Blade** batters bloodsuckers
and we meet **The Royal Tenenbaums.**

ON SALE NOW

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

TIPS INFERNO

ACCESS ALL AREAS

The most comprehensive collection of essential tips in any PS2 magazine. Improve your performance in the toughest games around...

If you've missed an issue of PSM2, here's where you'll find cheats for those already classic titles – as well as the ones you picked up from the bargain bin.

A

ALL-STAR BASEBALL 2002

Hidden Teams
Select exhibition mode. Repeatedly press L1 + L2 and the Dingers and the Islanders teams will be unlocked.
The Dingers can also be unlocked in batting practice mode. Press L1 + L2 + L1 + L2 at the batting practice team selection screen and that team will appear next to the Cooperstown Legends.
Alternate uniforms
Press L1 or L2 in exhibition mode

AQUAAQUA

Mesozoic Era in Story Puzzle Mode
Successfully complete the Paleozoic Era in puzzle mode
Cenozoic Era in Story Puzzle Mode
Successfully complete the Mesozoic Era in story puzzle mode
Ancient Civilisation in Story Puzzle Mode
Successfully complete the Cenozoic Era in story puzzle mode
Story puzzle and Versus Puzzle Modes
Successfully complete all lessons in training mode
Hidden Future
Finish with a "Master" rank in all four stages to unlock the Hidden Future in story puzzle mode
Super Speed
At the main menu screen hold the ⊗ button for twenty seconds then press START

ARMORED CORE 2

All AC Parts
At the main menu press L2, L1, L2, L3, △, R3.
First Person View
While playing a game, hold △ + R3 + START. The game will pause. Press START to resume the game with the new camera view.
Fixed Camera View
Hold R3 + ⊗ + START, △, L1, R3 while playing. The game will pause. Press START to resume.
Infinite Energy
While playing the game hit L1, L2, L3, L1, L2, R3 all at the same time. If you did it right then a system error will come up saying Limiter Release. After a while through that will switch to OB down and you can use any energy.
Steal Emblems
If you see an emblem anywhere in the area that you want to use, select the appropriate AC and press △ to display the specifications screen. Then, press START + SELECT. If you entered the code correctly, you will hear a sound for confirmation. Select "Edit Emblem" to view it.

ARMY MEN AIR ATTACK: BLADE'S REVENGE

Level skip
Level 2
↑, ⊗, △, →, ←, R3, R2, ⊗
Level 3
△, R2, ↓, ←, R3, R2, ↑, ↑
Level 4
⊗, →, ←, ⊗, R2, R3, R3, △
Level 5
↓, ↓, R2, R3, R2, R3, →, ⊗
Level 6
△, ⊗, ↑, ←, →, ←, R2, △
Level 7
←, R3, →, ↓, R2, ⊗, ⊗, →
Level 8
△, →, R3, R3, R2, ↓, ↓, ⊗
Level 9
↑, ⊗, R3, ←, →, R2, ←, ←
Level 10
△, ↑, R2, ⊗, R3, ↓, ↓, ↓
Level 11
R2, R2, ↑, ←, →, ⊗, △, R3
Level 12
→, ↑, ⊗, →, R2, R3, △, R2
Level 13
←, ←, △, R2, ⊗, ⊗, ↓, →
Level 14
R3, →, R2, ↑, ↓, R3, ↓, ⊗
Level 15
←, →, R2, ⊗, R3, ↓, ↓, R2
Level 16
△, R2, ⊗, →, →, R2, R3, ↓
Level 17
R3, ↑, ↑, →, ←, R3, ↓, ⊗
Level 18
R2, ⊗, →, △, R3, ↑, ⊗, ⊗
Level 19
↓, →, ⊗, R3, →, ↑, R2, R2
Level 20
↑, ⊗, R2, ↑, ←, R3, R2, ⊗
Unlock All Missions
At the main menu, choose continue game, then select the password menu. At the password menu, press ↑, ⊗, R2, ↖, R3, R2, ⊗.

ARMY MEN: SARGE'S HEROES 2

Enter the codes at the Code Entry Screen
All Weapons
GIMME
Invincibility
NODIE
Get All Levels
FREEPLAY
Huge Mode
IMHUGE
Invisibility
NOSEEUM
Level Select
Boot Camp – BOOTCAMP
Dinner Table – DINNER
Bridge – OVERPASS
Refrigerator – COOLER
Graveyard – NECROPOLIS
Castle – CITADEL
Tan Base – MOUSE
Revenge – ESCAPE
Desk – ESCRITOIRE
Bed – COT
Plasticville – BLUEBLUES
Toy Shed – BUYME
Cashier – EXPRESS
Toy Train Town – LITTLEPEOPLE
Rocket Base – NUKEM
Pool Table – EIGHTBALL
Pinball Machine – BLACKKNIGHT

ATV OFFROAD FURY

Select Pro-career mode and enter these codes as your name.
All ATVs – CHACHING
All tracks – WHAT EXIT
Expert mode – ALLOUTAI

B

BATMAN: VENGEANCE

Unlimited Batarangs
At the main options screen press L2, R1, L2, R1, if done correctly you'll hear a sound effect confirming the code worked.

All Weapons and Unlimited Ammo
At the start Plant Electrocution 2 level, slide into the second hole and glide to the lit area and pick up the key. Use the grappel to exit, continue the slide down and use the key on the door right next to the vines behind the glass. Inside you will find an envelope with a "C" on it. When you complete the game, you can activate this cheat to get all weapons and unlimited ammunition.

BLOODY ROAR 3

Cheat Mode
Enter the options menu, then hold L2 and press R2

Fight As Kohryu
Play through arcade mode until you face Kohryu. Defeat him to unlock him as a playable character.
Fight As Uranus
Play through arcade mode and defeat Xion without using any continues up to that point. Defeat Uranus to unlock her as a playable character.
No Blocking Mode
Get first place in arcade mode to unlock this option. In this mode, you and your opponent cannot guard (heavy or normal), with the exception of the guard moves (green electric moves) in survival and versus modes.
One Hit Knockdowns
Get first place in sudden death mode to unlock this option. In this mode, you and your opponent can knock each other down in one hit and do double damage in survival and versus modes. Alternately, get 30 wins in survival mode with one character and record your name in the records.

BOUNCER

Alternate Costumes
Hold L1, L2, R1, or R2 and then press ⊗

Now go and choose a person at the character selection screen to see them dressed in their alternative costume.
Hidden FMV Sequence
Successfully complete the game as Sion.
Kou With MSF Costume
Play through the entire game, only selecting Kou. Save the game after Kou enters the Mikado building as a MSF soldier. The MSF costume for Kou will now be unlocked in versus and survival modes.
Leann Caldwell
Play through the entire game, only selecting Kou. After you defeat Dauragon for the final time you will view a FMV sequence where you have to fight Leann. Defeat her to unlock her in versus and survival modes.
Master Wong
Select Volt or Kou in their story line through the Mikado Building and have either of them fight Kaldea. Select Sion for the fight with Dauragon. After the battle, Sion remembers a battle with Master Wong. Defeat him to unlock Master Wong in versus or survival modes.

C

CAPCOM VS SNK 2

Boss Challenge Mode
Boss challenge mode becomes available under the following two conditions:
Both hidden Bosses (God Rugal, Shin Gouki) must already be defeated and unlocked. Hold △ + R2 while selecting arcade mode.

Victory Quotes
Hold START + FP after winning a stage to make your character say an opponent specific quote. Hold START + FK to make the character talk with a team member.

CART FURY

Go to the cheat menu and enter these codes.
Big Head Mode
△, R2, R2, R2, L1, L2.
Get Fog
L1, L2, ⊗, R3, R3, R2.
Unlock all Cars
△, ⊗, △, R2, L1, △.
Unlock all Movies
L1, R2, L2, ⊗, L2, △.
Unlock all Tracks
L1, △, ⊗, R2, L2, L1
Unlock Non-Playable Death Cars
L2, R3, L1, R2, L2, ⊗
Unlock the Death Wall
⊗, R3, L2, △, L1, L2
Unlock the Playable Death Car
L1, R3, L2, R2, L2, L2

CITY CRISIS

Unlock All Helicopters
Complete all of the Rescue missions to unlock Bat and Pork as playable helicopters in all modes.

Unlock Final Rescue Mission and Time Attack Mode
Complete all of the Chase missions to unlock Final Rescue mission in Mission mode and Time Attack mode.

Unlock Chase Car Mode
To unlock Chase Car mode earn an A rating on all missions and an S on the Bus Chase.

Unlock Disaster Mode
Achieve an S rating in Final Rescue mode to unlock Disaster mode.

CRAZY TAXI

Secret Push Bike
Hold L1 + L2 at the character select screen. Release L1, then release L2. Hold L1 + L2 again, then release them simultaneously. Then press ⊗.

Alternately, highlight a driver at the character selection screen, then press L1 + R2, R1 + L1, L1 + L2, then hold L1 + L2 + ↑ and select your player.

Alternately, successfully complete all sixteen Crazy Box levels to unlock the Secret Push Bike for each character. It can be used in Crazy Box, arcade or original modes.

To unlock the Push Bike in Another Day mode, select original mode. Then press L1 + L1, L2, L1 + L2, L1, L2, L1 + L2, L1, L2, ⊗ at the character selection screen.

Expert mode
Hold L1 + L2 + START at the main menu. Continue to hold the buttons until the character selection screen appears, then press ⊗ to select the game mode and variation. The phrase "Expert Mode" will appear in the lower left corner to confirm correct code entry.

Disable arrow indicators
Hold L1 + START after choosing your time limit and before the character selection screen appears. The message "No Arrows" will appear.

Disable destination indicator
Hold L1 + START after choosing your time limit and before the character selection screen appears.

Another Day mode:
Press L1 at the character selection screen then release it. Then hold L1 and press ⊗.

Alternate display
Begin game play in arcade or original mode. Hold L1 + L2 and press R3 on controller two to toggle between first person and rear views. Hold L1 + L2 and press R2 on controller two to view a speedometer. Hold L1 + L2 and press △ on controller two to zoom out to a pass by pan. Hold L1 + L2 and press ⊗ on controller two to reset the display.

D

DANCE SUMMIT

More Remixed Songs
Beat the game in team mode five times then highlight Remix Mind and L2 and then press R3 for additional remixes.

Sound Select Option
To unlock the sound select option you must beat the game four times.

Unlock Far East Commanders and Iga Base Stage
Simply complete the game in team mode four times.

Unlock Galaxy 4 Team and Disco 21 Stage
Finish the game in team mode.

Unlock Jumbo Max Team and 79 Street Stage
Beat the game in team mode three times.

Discos Estrus team and Muscle Stadium Stage
Complete the game two times.

Dave Mirra Freestyle BMX 2
At the main menu
All levels
↑, ↓, ↓, ←, →, ↓, R3

To get most bonuses in the game.
↑, →, ↓, ←, →(2), ↑, ↓, ←, →, ↑, ←, →, ↓, →, R3

Mike Diaz
↑, ←, ↓, →(2), ←, ↑, ↓, ↑, →, R3

Amish guy
↑, ←, ↓, →(2), ←, ←, ↓, ↑, ←, R3

All bikes
↑, ←, ↓, →, ↓(2), →, ↓(2), ←, R3

Level select
↑, ↓(2), ←, →, ↓, R3

All themes in park editor
↑, ←, ↓, →, ↓, ↑, ↓, →, ←(2), R3

All objects in park editor
↑, ←, ↓, →, ↓, ↑(2), ↓, →(2), R3

All FMV sequences
↑, ←, ↓, →, ←(2), →, ←, ↑, ↓, R3

DEAD OR ALIVE 2

Extra options
Press START to pause game play, then press △ + ⊗
Fight as Bayman:
Successfully complete the game with all original characters. Bayman can only be used where the two extra slots are for hidden characters: Survival, Time Attack, etc.
Fight as Tengu
Collect ten stars in survival mode. Play as any combination of characters more than 200 times.
Alternate hairstyles
Press either R3 or ⊗ when selecting female fighters.

DEVIL MAY CRY

To unlock All Star Group Photo you must get an S Rank on all missions.
Unlock Legendary Dark Night Mode
Beat Hard mode.
Unlock Dante Must Die Mode
Beat Legendary Dark Night mode.
Unlock Easy Automatic Mode
Clear any mission from 1-3 using continues.
Unlock Hard Mode
Beat the game once to unlock Hard mode.
Unlock Super Dante

Medal to Most Dramatic. With this you can view the most dramatic moments of the race in slow motion.

Quick Devil Trigger
Approach an enemy and press ● to taunt the enemy. The Devil Trigger meter should go up by one.

DRIVING EMOTION TYPE-S

Bonus cars
Win the Autocross 2 to unlock the Mazda RX-7 '03 at the Scapo Special Showroom.

DYNASTY WARRIORS 2

Enter in the following codes at the title screen.

Wu Characters
R2 R2 ● ● ● ● R2 R2

Shu Characters
R2 R2 ● ● ● ● R2 R2

Free mode side selection
Hold the ▲ button and then press ● ● ● ● ● ● ● ●

Opening Cinema Editor
● ● ● ● ● ● ● ●

Unlock All Hidden Characters
R2 ● R2 ● R2 ● R2 ●

EPHEMERAL FANTASIA

Skip intermission sequences
Hold ▲ during an intermission sequence.

Guitar mini-game
Start ● → ● → ● ●
Open ● ● → ●
Select ● ● → ●(2) ● ● → ●
Start ● → ● ● ● ● ●
Skip con
Pause ● ● → ● → ● ●
Pause ● (5) ●(2) →(5)
Pause ● → ● ● ● → ● ●

ESCAPE FROM MONKEY ISLAND

Combinations for Monkey Kombat
Pause press and hold ● while in Monkey Kombat a screen pops up that shows the combinations. Match the moves to the screen shown.

Play Monkey Invaders
Easily complete your Monkey Kombat tasks naturally by pressing ● in Monkey Kombat. Tonight, Monkey Stance and you will unlock the hidden game Monkey Invaders.

Play Murrayball
At the Voodoo Esthesics, use the filing system to type in the name Murray. Start a new game. You should see Murray before the opening cinematic. Now select Main Menu. After that, select the Bonus Stuff option in the top-left section. Murrayball will become one of the choices.

ESPN NBA 2NIGHT

Big Heads
Enter "BIGHEAD" as a code at the cheat menu.

Easy Dunks
Turn off travelling, then press and hold ● while releasing it. Then go past the defender and dunk the ball.

ESPN INTERNATIONAL TRACK AND FIELD

Athlete Interviews
Win a gold medal for all three events in the Decathlon to unlock the gold medal ceremony mode. Then, in championship mode, press ● to enter the new interview sequence under the Awards option at the main menu.

Bonus Rhythmic Gymnastics Song
Win a gold medal for all three rhythmic gymnastics songs in trial or championship mode. Return to the title screen.

Now more bonus songs. New expert tune will be available.

ESPN X GAMES SKATEBOARDING

Another arcade mode
Get all 30 licenses in arcade mode, then press ● at the stage selection screen.

Big Head Mode
Get 50 licenses in arcade mode with any character, then press ● + ● at the character selection screen.

Additional Characters
Hold ● ● ● or ● at the character selection screen.

EXTERMINATION

Extra Ammo
Complete the game with Rogers Knife collected. Save the game when prompted to create a file name. Rename the file to "Extra" to start a new game with extra healing items.

Expert Mode
Successfully complete the game after having all dog tags and mines and save. Now start another game with the name "Real Or Compound" save file (00:00:00 time).

EXTREME G-3

All Tracks
At the title screen enter ● ● ● ● ● ● ● ● then press ● + ● + ● + ●

Double Your Money
Enter ● ● ● ● ● ● ● ● ● at the Main Menu. Then every time that you race you should get double your prize money.

Free Money
Enter ● (5) ● (5) ● (5) then press ● + ● + ● + ● simultaneously at the Main Menu.

Infinite Ammo
Start a game and pause it. Then press ● ● ● ● + ● + ● + ●

Infinite Shields
On the rider status screen, press ● + ● ● + ● + ● + ● ● + ● + ●

Infinite Turbo
At the title screen, press ● + ● ● + ● ● + ● + ●

FANTAVISION

Extra Option
Successfully complete and save the game under the normal difficulty setting to unlock an "Extra" option at the main menu.

Extra 2 Option
Successfully complete and save the game under the hard difficulty setting to unlock an "Extra 2" option at the main menu.

4X4 EVOLUTION

$1,000,000 Dollars
At the title screen or while the game is paused, press ● ● ● ● ● ● ● ● ● ● ● ● to get one million dollars in career mode.

$25,000 cheat
To get access to $25,000, pause the game and ● ● ● ● ● ● ● ● ● ● ● ●

ACCESS ALL AREAS

Press ⓡ, Ⓐ, Ⓑ or Ⓧ while your opponent is at the free throw line in a regular game or at the 5 point line in a game of 21.

Easy basket
Run up to the basket while pressing Turbo. When you get to the basket, press Ⓐ, then Ⓧ.

NBA LIVE 2001

Strong Pass
Press ⓛ + Ⓧ + ⓡ. One-on-one mode to pass the ball quickly to your opponent.

Between The Legs Pass
Press ⓛ + Ⓧ + ⓡ. One-on-one mode to pass the ball between your legs to your opponent.

Rolling Pass
Press ⓛ + Ⓧ + ⓡ. one-on-one mode to pass the ball by rolling it to your opponent.

Break The Backboard
Hang on the rim and press Ⓧ, Ⓧ, ⓡ, ⓛ, Ⓧ, ⓡ.

NBA LIVE 2002

Boost Super Star Stats
Press Ⓢ at the main menu to display the active menu. Select the Roster option, then Edit Player. If your Create-A-Player list has no entries, a Super Star player will appear. Press ⓡ at the Edit Player screen to customize his stats. Press ⓛ to return to the Create-A-Player list, then press ▶ to change to another player.

NBA STREET

Enter these codes as the icons of the loading screens.

Unlimited Turbo
Shoe, Basketball, Backboard, Basketball, ↑
No Turbo
Turntable, Microphone, Microphone, Backboard, ↑
Authentic Uniforms
Basketball, Basketball, Turntable, Turntable, ↑
Casual Uniforms
Turntable, Turntable, Basketball, Basketball, ↑,
ABA Socks
Microphone, Microphone, Microphone, Microphone, ↑
Tiny Players
Microphone, Basketball, Microphone, Basketball, ↑
Big Heads
Microphone, Turntable, Shoe, Turntable, ↑
Tiny Heads
Microphone, Shoe, Basketball, Shoe, ↑
Less Blocks
Backboard, Turntable, Shoe, Backboard, ↑
Less Steals
No Player Indicators
Microphone, Basketball, Basketball, Microphone, ↑
No Shot Indicator
Microphone, Backboard, Shoe, Microphone, ↑
No Shot Clock
Microphone, Microphone, Basketball, Backboard, ↑
No Alley-oops
Backboard, Microphone, Turntable, Shoe, ↑
No 2-pointers
Backboard, Backboard, Basketball, Backboard, ↑
No Auto Replays
Turntable, Shoe, Turntable, Turntable, ↑
WNBA Ball
Basketball, Turntable, Shoe, Basketball, ↑
EA Big Ball
Basketball, Turntable, Microphone, Basketball, ↑
Beach Ball
Basketball, Turntable, Turntable, Shoe, ↑
Soccer Ball
Basketball, Shoe, Turntable, Basketball, ↑
ABA Ball
Basketball, Turntable, Turntable, Basketball, ↑
Beach Ball
Basketball, Turntable, Turntable, Shoe, ↑
Medicine Ball
Basketball, Turntable, Turntable, Backboard, ↑
NuFX Ball
Basketball, Turntable, Backboard, Basketball, ↑
Volley Ball
Basketball, Turntable, Turntable, Microphone, ↑
Mega Dunking
Backboard, Basketball, Turntable, Basketball, ↑
No Dunks
Backboard, Basketball, Turntable, Shoe, ↑
More Gamebreakers
Turntable, Microphone, Backboard, Shoe, ↑
Less Gamebreakers
Turntable, Backboard, Microphone, Shoe, ↑
No Gamebreakers
Turntable, Microphone, Microphone, Shoe, ↑
Springtime Joe 'The Show'
Turntable, Turntable, Basketball, Turntable, ↑
Summertime Joe 'The Show'
Turntable, Basketball, Basketball, Turntable, ↑
Athletic Joe 'The Show'
Turntable, Shoe, Basketball, Turntable, ↑
Captain Quicks
Backboard, Basketball, Shoe, Turntable, ↑
Explosive Rims
Turntable, Shoe, Microphone, Basketball, ↑
Harder Distance Shots
Shoe, Shoe, Backboard, Basketball, ↑
Easy Distance Shots
Shoe, Turntable, Backboard, Basketball, ↑
Ultimate Power
Backboard, Turntable, Turntable, Basketball, ↑
Mad Handles
Backboard, Shoe, Turntable, Basketball, ↑
Super Swats
Enter Backboard, Backboard, Turntable, Basketball, ↑
Sticky Fingers
Enter Backboard, Microphone, Turntable, Basketball, ↑
Player Names
Basketball, Turntable, Shoe, Backboard, ↑
No HUD Display
Turntable, Microphone, Turntable, Shoe, ↑
Disable All Cheats
Turntable, Turntable, Turntable, Turntable, ↑

Enter these codes in the Enter User ID screen, and get to the User Record box.

Team Big
Quickly hold ⓡ and press ↑, ↓(2), ←, Ⓧ.
Team 3LW
Quickly hold ⓡ and press ←(2), →, ↓, Ⓧ.
NYC Legends team
Quickly hold ⓡ and press ↓(3), ←, Ⓧ.
Team Street Legends
Quickly hold ⓡ and press →, ←, ↑, ↓, Ⓧ.
Team Dream
Quickly hold ⓡ and press ↑(2), →(2), Ⓧ.
All Courts
In hold the court mode, go to the screen where you choose your court. Hold ⓡ and press ↑, ↓, ←, →, →, ←, ↓, ↑ and while still holding ↑, press Ⓧ.

NHL 2002

Barenaked Ladies
Create a player using one of the following names: Jim Creeggan, Tyler Stewart, Steven Page, Ed Robertson, or Kevin Hearn. The game will adjust the player's face and stat stick automatically to match that band member.
All-Star Teams
Play through a season and finish the All-Star game. Save the game and two All-Star teams will be unlocked at the team select on screen.

NHL HITZ 2002

Press Ⓡ, Ⓐ, and Ⓞ to change the icons in the first, second, and third boxes respectively at the match-up screen. The numbers in the following list indicate the number of times each button is pressed. After the icons have been changed, press the D-pad in the indicated direction to enable the code. For example, to enter 123 ←, press Ⓡ, Ⓐ(2), Ⓞ(3), ←.

Big head player	2-0-0 →
Huge head player	3-0-0 →
Big head team	2-2-0 ←
Huge head team	3-3-0 ←
Big hits	2-3-4 ↓
Late hits	3-2-1 ↓
Hitz time	1-0-4 →
No crowd	2-1-0 →
Pinball boards	1-2-3 →
Show shot speed	1-0-1 ↑
Show the teams hot spot	2-3-1 ↑
No fake shots	1-2-4 ↓
No puck out	1-1-1 ↓
No one-timers	2-1-3 ←
Big pucks	1-2-1 ↑
Huge puck	3-2-1 ↑
Bulldozer puck	2-1-2 ↑
Tennis ball	1-3-2 ↓
Snow mode	1-2-1 ←
Rain mode	1-4-1 ←
Domino effect	0-1-2 →
Turbo boost	0-0-2 ↑
Unlimited turbo	1-1-3 →
Win fights for goals	2-0-2 ←
Skills version	2-2-2 ↓
First to 7 wins	3-2-3 ←
More time to enter codes	3-3-3 →

Disable previous code: ↑, ↑, ↓

ONI

Press Select during the game then enter these codes at the Help Screen.

Big Head Mode
ⓡ, ⓡ, ⓡ, Ⓑ, Ⓞ, Ⓞ, ▶, Ⓑ, Ⓞ, Ⓞ, ▶
Big Mode
ⓡ, ⓡ, ⓡ, Ⓑ, Ⓞ, Ⓞ, Ⓑ, R3, Ⓑ, Ⓞ, L3
Easy Kill Mode
ⓡ, ⓡ, ⓡ, Ⓑ, Ⓞ, Ⓞ, Ⓑ, L3, R3, Ⓞ, Ⓑ
Hard Mode
ⓡ, ⓡ, ⓡ, Ⓑ, Ⓞ, Ⓞ, Ⓑ, R3, L3, Ⓞ, Ⓑ
Invincibility
ⓡ, ⓡ, ⓡ, Ⓑ, Ⓞ, Ⓞ, Ⓑ, R3, L3, R3, Ⓞ
Invisibility
ⓡ, ⓡ, ⓡ, Ⓑ, Ⓞ, Ⓞ, Ⓑ, R3, L3, R3, ⓡ, ⓡ
Level Skip
ⓡ, ⓡ, ⓡ, Ⓑ, Ⓞ, Ⓞ, Ⓑ, L3, R3, ⓡ, ⓡ
Power Punches
ⓡ, ⓡ, ⓡ, Ⓑ, Ⓞ, Ⓞ, Ⓑ, R3, L3, Ⓞ, Ⓑ
Tiny Mode
ⓡ, ⓡ, ⓡ, Ⓑ, Ⓞ, Ⓞ, Ⓑ, L3, R3, Ⓑ, Ⓞ

ONIMUSHA

Extra Samanosuke
Complete the game with at least ten Fluorites found. Save the game when prompted to. When you start a new game, select Extra for Kaede to play as Samanosuke in a panda bear costume. Press ⓡ to take the panda helmet off.
Extra Kaede
Complete the game with an S ranking. Save the game when prompted to. When you start a new game, select Extra for Kaede to play as Kaede in a Chinese princess outfit.
Special Trailer
Complete the game. Select Special Feature and select Special Trailer to view a preview movie of Onimusha 2.
Oni Spirits Mini-game
Complete the game collecting all 20 Fluorites. Select Special Feature and select Oni Spirits to play the mini-game.
Easy Mode
Defeat battle against Oshie 5 times. After that, it will be selectable when you start a new game. You will never be able to achieve an S ranking in this mode.
Ultimate Mode
Complete Oni Spirits mini-game once. Save the game when prompted to. After that, it will be selectable when you start a new game. You begin the game in this mode with the Bishamon Sword, Unlimited Arrows, Unlimited Bullets, Unlimited Magic and Full Soul Absorbers.

OPERATION WINBACK

Enter these codes at the Press start screen.

Trial Mode
Quickly press ↑, ↓(2), →, 3, ←(3), then hold Ⓐ and press ▶.
Max Power Mode
Quickly press ⓡ, ⓡ, ⓡ, ⓡ, ⓡ, Ⓐ, Ⓞ, Ⓐ, Ⓞ, then hold ⓡ and press ▶.
Sudden Death Mode
Quickly press ⓡ, ⓡ, ⓡ, ⓡ, Ⓞ, Ⓐ, Ⓞ, Ⓐ, then hold ⓡ and press ▶.
All Multi-player Characters
Quickly press ↑, ↓(2), →(3), ←(4), then hold Ⓞ and press ▶.

PARAPPA THE RAPPER 2

Blue Hat For Parappa
Successfully complete the game.
Pink Hat
Successfully complete the game with the blue hat.
Yellow Hat
Successfully complete the game with the pink hat.
Song Test
Successfully complete the game with the yellow hat to unlock a new dog house that allows you to listen to any song in levels that you passed with a cool rating.

PRO EVOLUTION SOCCER

European Classic Team
Win the European Cup as England.
Holland Classic Team
Win the European Cup as Holland.
Germany Classic Team
Win the European Cup as Germany.
Brazil Classic Team
Win the American Cup as Brazil.

PORTAL RUNNER

Full Health
During game play, then hold ⓡ and press Ⓞ, 5, Ⓑ(2), ⓡ, ⓡ, ↑, Ⓞ, Ⓑ.

All FMV Sequences
At the main menu hold ⓡ and press ←, →, ←, ↓, ↑, ↓, ⓡ, Ⓞ, ⓡ, Ⓑ.

QUAKE 3

Level Skip
While playing on any stage, HOLD ⓡ + ⓡ + ▀, then while holding press Ⓧ, Ⓞ, Ⓑ, Ⓐ, Ⓧ, Ⓞ, ⓡ, Ⓐ.

RAYMAN REVOLUTION

Cheat Mode
Go to any map except the first and enter the options screen. Select Sound, highlight the Music option, then hold ⓡ + ⓡ and press ⓡ, ⓡ, ⓡ, ⓡ, ⓡ, ⓡ, A. A cheat menu will appear.

Secret Multi-player Maps
Go to the first map, then enter the options screen. Select Language, then select Voices. Highlight the Rayman option, then hold ⓡ + ⓡ and press ⓡ, ⓡ, ⓡ, ⓡ, ⓡ, ⓡ. Three additional multi player maps will be unlocked.

Baby Soccer Secret Map Names
Hold ⓡ + ⓡ and press ⓡ, ⓡ, ⓡ, ⓡ, ⓡ during game play in Baby Soccer.

RC REVENGE PRO

All Cars
Press ⓡ, ⓡ, ⓡ, ⓡ, Ⓞ, Ⓑ at the main menu.

All Tracks
Press ⓡ, ⓡ, ⓡ, Ⓑ, Ⓞ at the main menu.

Unlock Next Cup
Press ⓡ, ⓡ, ⓡ, ⓡ at the main menu. Enter this code repeatedly to unlock all seven championships.

READY 2 RUMBLE: SECOND ROUND

Enter these codes at the character selection.

Master code
←, →, ←(2), →, ↑, ↓, ⓡ(5), ⓡ
All Characters
←(2), →, ⓡ, ←, →(2), ⓡ(2), ⓡ
Champion Costumes
←, ↓, →(2), ↑, ⓡ, ⓡ, ⓡ(20), ⓡ
Holiday Costumes
←, ↓, →, ↑, ⓡ(8), ⓡ, ⓡ(4), ⓡ
All Training
←, ↓, ↑, ↓, ↑, ⓡ(20), ⓡ
New Year's Day Secrets
→, ↑, ↓(5), ⓡ, ⓡ
Valentine's Day Secrets
→, ↑, ↓(3), ⓡ(2), ⓡ
St. Patrick's Day Secrets
→, ↑, ↓(3), ⓡ(5), ⓡ
Easter Secrets
→, ↑, ↓(5), ⓡ(4), ⓡ
Independence Day Secrets
→, ↑, ↓(5), ⓡ(5), ⓡ
Halloween Secrets
→, ↑, ↓(3), ⓡ(6), ⓡ
Thanksgiving Secrets
→, ↑, ↓(3), ⓡ(7), ⓡ
Christmas Secrets
→, ↑, ↓(3), ⓡ(8), ⓡ
Thin Boxer
→(2), ↑, ↓, →, ⓡ, ⓡ
Fat Boxer
→(2), ↑, ↓, →, ⓡ(2), ⓡ
Undead Boxer
←, ↑, →, ↓, ⓡ(2), ⓡ
Big Head
→(2), ↑, ↓, →, ⓡ(5)
Big Gloves
←, →, ↑, ↓, ⓡ, ⓡ

Pause game and then enter these codes.

Rumble Level 1
ⓡ, ⓡ, ↓, ↑(2), ←, ⓡ(3), ⓡ
Rumble Level 2
ⓡ(2), ⓡ, ↓, ↑(2), ←, ⓡ(4), ⓡ
Rumble Level 3
ⓡ, ⓡ(2), ⓡ, ⓡ, ⓡ, ⓡ(4), ⓡ, ←, →, ↑, ↓
Faster Speed
→(2), ↑, ↓, →, ⓡ(4), ⓡ

RED FACTION

Getting health
When low on energy, kill worker doctors and even Red Faction men to pick up more health and Environment Suits.

RESIDENT EVIL CODE: VERONICA X

Battle Mode: Beat the game on any difficulty setting at any ranking to gain access to the first-person Battle mode.
Alternate Chris: Beat battle mode with Wesker.
First Person View In Battle Mode: Make sure you pick up the sniper rifle that Alfred drops in Antarctica.
Infinite Rocket-Launcher: Finish the game with a ranking of A and it will be in the first item box you find.
Play As Alternate Claire In Battle Mode: Beat the Battle Mode with Claire.
Stop The Game Clock: Hold ⓡ and then press ▶ during the game to pause it in order to save time.
Unlock Linear Launcher in Battle Game: To unlock the Linear Launcher in Battle Game, get an A Rank with all the Battle Game Characters.
Unlock Wesker in Battle Mode: In the incubation lab, pick up Weskers glasses off the floor.
Magnum for Wesker in Battle Mode: Hit the slot machine in the casino room and the bottom will open to reveal a magnum.
Avoiding Bats: The bats are scared by fire so walk around with your lighter on.
Alternate Father Ashford Death: Use the sniper rifle to shoot him in the heart 4 times then use the dagger to stab him in the heart.
Extra Animations In Battle Mode: Chris – after killing the Hunter and the Sweeper in the locker room, go back to the smashed mirror and press Action. Chris will do his hairdresser Act on when Chris goes to the get statue, he will put his hand into it and get cut.
Steve – in the room just before the casino try to operate the drinks machine and Steve will become annoyed at not having enough change.
Wesker – Look at the dummy in the doctors office and Wesker will take his glasses.

RIDGE RACER 5

Control introduction sequence
Press ⓡ and ⓡ during the introduction sequence with the girl walking down the street during a race to cycle through three different effects for the portion that uses the in-game graphics.
Quick Start: When in Time Attack mode hold ⓡ + ⓡ at the start to get a speed boost from the instant light turns green.
Duel Mode: Finish in first place in lap and overall time in the Standard Time Attack GP.
Bonus Cars: Successfully complete each of the Grand Prix circuits to unlock new cars. Breaking the Time Attack high scores also unlocks additional cars.
'50s Super Drift Caddy: Finish in first place in the Dancer Spectra race in Duel mode to unlock the 50s Super Drift Caddy car to free run, time attack, and duel mode.
Devil Drift: Finish in first place in the Rveta Grande race in Duel mode to unlock the Devil Drift car to free run, time attack, and duel mode.
VW Beetle: Finish in first place in the Solori Rumeur race in Duel mode to unlock the new style VW Beetle car (with super grip hand rigid) to free run, time attack, and duel mode.
McLaren F1 Clone: Finish in first place in the Kamata Angelus race in duel mode to unlock the Mclaren F1 clone to free run, time attack, and duel mode.
99 Lap Mode: Set the top score in each race of the Time Attack GP in Extra Mode finishing in first place.
Pac-Man Mode: Score 5,000,000 points or total interval to enter the Pac-Man Race. Win the Pac-Man race to unlock a test machine with a Pac-Man set and the Ghosts as opponents.

SILENT HILL 2

Extra Options Menu
Press ⓡ or ⓡ at the options screen to display an extra options menu with blood color, map zoom, and other selections.
In-game Reset: Press ⓡ + ⓡ + ⓡ + ▀ + ▶ during game play.
Completion Bonuses: Successfully complete the game. Start another game and enter the extra options menu to access new features.
A Bullet Adjust option can be set, allowing the normal amount of ammunition found at a location to be doubled or tripled.
A Noise Effect option can be toggled, also viewing options can be toggled, allowing scenes to be viewed without distortion.
Additional Riddle Difficulty: Successfully complete the game under the easy, normal and hard riddle difficulty settings. Select the hard riddle difficulty again and begin a new game with a new combination of riddles.
Reveal Signs: Unlock all five endings, then start a new game. All signs will now be revealed.
Book of Lost Memories: Successfully complete the game. Start a new game and look for the newspaper stand near the Texxon Gas Station. The Book Of Lost Memories can be found inside.
Book of The Crimson Ceremony: This book can be found in the reading room on the second floor of the "Nightmare" hotel.
Chain Saw: Successfully complete the game under the normal, heavy and maniac riddle difficulty settings. Start a new game, unlocking the Chain Saw among the goods before the cemetery.
Dog Tag: Complete the game with the "Rebirth" ending. Start a new game and a dog house will appear near to Jack's run-down house. The dog house is to find the Dog Tag hidden there.
Hyper Spray: Complete the game twice. Start a new game to find the Hyper Spray in the south side of the motor home.
Obsidian Goblet: Complete the game and then start a new game and enter the Historical Society building. The Obsidian Goblet can be found on a shelf.
White Chrism: Successfully complete the game. Start a new game to find White Chrism via the kitchen of Apartment 105 in Blue Creek Apartments.

SILENT SCOPE 2: DARK SILHOUETTE

Convert Health to Time
Press ▶ to pause game play, then arcade mode, then press ↑(2), ↓(2), ←, →, →, Ⓧ, Ⓞ. The sound of a gun will confirm correct code entry. One half of a bar will be converted into five extra seconds.
Unlimited Credits: After completing the game 10 times, you'll be able to increase the credits to infinite on the options screen.
Additional Lives: After completing the game by doing repeatedly, it increases the number of lives per credit between four to six.
Additional time: After completing the game by doing repeatedly, it increases the time limit between 70 and 80.

SILPHEED

All Weapons

Enter GLOIRE as name

SKY ODYSSEY

All Aircraft:
Press ⓡ2 ⓒ2 ⓛ1, ⓛ2, 💻 at the aircraft selection screen

All Missions: ⊗ Ⓐ ⓛ1, ⓛ2, ⓡ1, ⓡ2 at the mission selection screen

Auto Gyro: Successfully complete a mission in adventure mode with more than 10 points

Corsair: Accumulate enough acrobatic points in adventure mode to have your mission grades marked with stars

Gold UFO: Successfully complete all levels in target mode with a gold UFO

Me-262: Successfully complete the adventure mode

Silver UFO: Successfully complete all levels in the adventure mode with an A rank

Stealth fighter: Complete target mode with a total time of 10 minutes

SMUGGLER'S RUN

Pause the game and enter these codes

Invisibility
ⓡ1 ⓡ2 ⓛ1 ⓛ2 ⓡ1 ⓡ2 ⓒ

Lighter Cars
ⓡ1 ⓡ2 ⓛ1 ⓛ2 ⓡ1 ⓡ2

No Gravity
ⓡ1 ⓡ2 ⓛ1 ⓛ2 ↑ ↑ ↑

Speed Decrease
ⓡ1 ⓡ2 ⓛ1 ⓛ2 ← ← ←

Speed Up The Time
ⓡ1 ⓡ2 ⓛ1 ⓛ2 → → →

Vehicles Float When Hit
ⓡ1 ⓡ2 ⓛ1 ⓛ2 ↑ ↑ ↑

SMUGGLER'S RUN 2

Pause the game and enter these codes

Increase Speed
ⓡ1 ⓡ2 ⓛ1 ⓛ2 → → →

Invisibility
ⓡ1 ⓡ2 ⓛ1 ⓛ2 ⓡ1 ⓡ2 ⓒ

Low Gravity
ⓡ1 ⓡ2 ⓛ1 ⓛ2 ⓡ1 ⓡ2

Decrease Speed
ⓡ1 ⓡ2 ⓛ1 ⓛ2 ← ← ←

SOUL REAVER 2

Bonus Materials
Press ← Ⓐ → Ⓐ ↓ ⓞ ⊗ at the main menu

Fire Reaver
Pause game play, then hold ⓛ1 and press ↓ ⓞ Ⓐ ↑ → ⓞ

SPY HUNTER

Access the Cheat Screen by selecting Options from the Main Menu, then highlighting Extras and pressing ⓛ1, ⓛ2, ⓡ1, ⓡ2, ⓛ1, ⓛ2, ⓡ1, ⓡ2 on the Extras screen

Saliva Spy Hunter Video
Complete level 1 in 3:40

Green HUD (Heads up Display)
Complete level 2 in 3:55

Saliva Your Disease Video
Complete level 3 in 4:10

Night Vision
Complete level 4 in 3:45

Early Test Anamatic Video
Complete level 5 in 4:10

Extra Cameras
Complete level 6 in 4:10

Rainbow HUD (Heads Up Display)
Complete level 7 in 4:10

Inversion Camera
Complete level 8 in 4:10

Concept Art Video
Complete level 9 in 4:10

Fisheye View
Complete level 10 in 4:10

Camera Flip
Complete level 11 in 4:10

Puke Camera
Complete level 12 in 4:10

Making Of Video
Complete level 13 in 4:10

Tiny Spy
Complete level 14 in 4:10

Hover Spy
Complete level 15 in 4:10

Super Spy
Complete the game in under 4:10

unlimited ammunition and turbo boost for your car

To use these codes as your name, enter the desired code as the name in the System Data menu

The Making of Spy Hunter FMV Sequence
MAKING

Saliva: Spy Hunter Theme FMV Sequence
CLIMB

Saliva: Your Disease FMV Sequence
SALIVA

SSX

Press ⓡ2 at the character selection screen to enter the options menu and then enter these codes

Master Code
Hold ⓛ1 + ⓛ2 + ⓡ1 + ⓡ2 and press ↓ ← ↑ → ⊗ ⓞ Ⓐ ⓡ2

All Players and Courses
Hold ⓛ1 + ⓛ2 + ⓡ1 + ⓡ2 and press ↓ ← ↑ → ⊗ ⓡ2 Ⓐ ⓞ

Running Man Mode
Hold ⓛ1 + ⓛ2 + ⓡ1 + ⓡ2 and press ⓡ2 Ⓐ ⓞ ⊗ ⓡ2 Ⓐ ⓞ ⊗

All Courses
Hold ⓛ1 + ⓛ2 + ⓡ1 + ⓡ2 and press ⓞ ⊗ ⓞ ⊗ ⓞ ⊗ ⓞ ⊗

Full Attributes
Hold ⓛ1 + ⓛ2 + ⓡ1 + ⓡ2 and press ⊗ⓛ1 ⓡ2

No Outfits
Hold ⓛ1 + ⓛ2 + ⓡ1 + ⓡ2 and press ⓞⓛ1 ⊗

STAR WARS: BOMBAD RACING

Enter these codes at the main menu

All Death Star Mode
ⓡ1 ⓡ2 ⓛ1 ⓛ2 ↑ ←

Infinite Boost
ⓡ1 ⓡ2 ⓛ1 ⓛ2 ⓡ2 💻

Mirrored Mode
ⓡ1 ⓡ2 ⓛ1 ⓛ2 ⓞ 💻

Play as Boba Fett
ⓡ2 ⓞ Ⓐ ⓡ2

Play as Naboo Ksadu
ⓡ1 ⓡ2 ⓛ1 ⓛ2

Shark Racers
↑ → ↓ ← 💻

Slippery Mode
←, → ⓡ2 ⓞ ⓡ1 ⓡ2

Turbo Mode
ⓡ1 ⓡ2 ⓛ1 ⓛ2 ⓛ2 ⓡ2

Unlock Battle Droid Language
💻 💻 💻 ↑

Unlock Battle Tank
ⓞ Ⓐ ⓡ2 ⓞ Ⓐ ⓡ2

STAR WARS: STARFIGHTER

Master Code: Enter OVERSEER as a code. Everything except the cheat codes will be unlocked

Invincibility: MIXME

Secret Ship For Bonus Missions: BLUE155

Multi-player Levels: WARPED

Enemy Ship Gallery: SHIPS

Spaceship and Cast Pictures: HOLONET

Pre-production Art: PLANET

Programmer Message: LTDJGD

View Programming Team: TEAM

Christmas FMV Sequence: WOOKIE

Alternate Camera Angles: CHEESE

Press 💻 to cycle camera views or ⓛ1 to zoom

STREET FIGHTER EX3

Unlock Evil Ryu
Beat the game on normal or hard difficulty with all characters. After you do this, highlight Ryu and hold 💻

Unlock Narrator Sakura
Beat the game on normal or hard difficulty with all characters. After you do this, highlight Sakura and hold 💻

Bison 2
Beat the game on normal or hard difficulty with all characters. After you do this, highlight Bison and hold 💻

Hidden Battles
Press ⓡ2

Stage 3-1)
Alpha 3
Metal
Cosmo
Meteo Tag
Cosmic Character
Parade to
Under the
respect
hidden battle
vs Kai
Hidden
Nanase
Ai Shadow Ghost Shadow Tag Sharon vs Eva Ayu Sagat Kim Hakama and Vega for Vega II

SUMMONER

Alternate Ending
After the defeat of Malekith, you can go to the forge of [illegible] and [illegible] you can go back to the main entrance. Run up the stairs and the ending sequence

Fast Magic
Cast a spell, press Ⓐ to display the pause menu, then select the Spells option. Cast out to resume the game with your spell being cast without a delay

Reduce AP cost of long chains
Get a chain of longer attack, then quickly press ⓡ1 ⓡ2 or ⓛ1 ⓛ2 to switch to another character and then back to the original character. If done correctly, your AP number will reset to 1 without moving your attack

SUPER BUST-A-MOVE

Enter these codes at the 'Push Start' title screen

Another World: Press Ⓐ ← → Ⓐ
Secret Characters: Press Ⓐ → ← Ⓐ

SWING AWAY GOLF

Characters Unlocked
At the main menu press ⓡ1 ⓡ2 ⓛ1 ⓛ2 ↑ → ↓ ← ⓛ1 ⓛ2

Left-Handed Players
For a left-handed player, hold 💻 + ⓛ1 after selecting your character and then press ⊗

TEKKEN TAG TOURNAMENT

Start match with second character selected, hold Tag and press 💻

Gallery Mode: Choose Devil and Angel to access Gallery mode

Tekken Bowl Mode: Choose Eddy to access Tekken Bowl mode. Depending on Eddy's costume, he'll be bowling in the background while you're playing

Tekken Bowl Juke Box: Select more than 20 songs in Tekken Bowl mode. Then select Bowling Options and choose a song

Tekken Bowl Dancin' Mode: Select Alex or Roger, then select Panda or King. Both stand and do a [illegible] dance

Theatre Mode: Successfully complete the game. Eleven more modes will be added to the Theatre mode, which shows the FMV sequences for the crowd

Hidden Video: Under Theatre mode, highlight the movie option, hold and a chain of three videos. To unlock the [illegible] EMBLEM, complete Arcade mode with Unknown

Fight as Alex: Highlight Eddy and press ⊗ at the character select screen

Fight as Angel: Complete Arcade mode [illegible] at the character select screen. Highlight Jun and hold 💻 at the character select screen. Select Angel

Fight as Gold Tetsujin: Win ten matches in Versus mode

Fight as Heihachi: Complete Arcade mode under the normal [illegible]

Fight as Tiger: Highlight Lars screen and press 💻

Fight as Tetsujin and Unknown in Arcade mode: Select Arcade mode, then select the character you want to fight as. When [illegible] appears, press ← and both Tetsujin and Unknown will be selected

Special costumes: Press 💻 when selecting Michelle, Gantryu, Forest, Jin, Xiaoyu, Kunimitsu, Lee, Devil or Eddy

Devil's alternate costume: Press ⊗ while selecting Devil to get a Red Devil

Change Unknown's Fighting Style Without Tag
Press Analogue stick ↓

Special Tag Throws
Alex: Press forward + ↓ Forward + ⓡ2 + Ⓐ then tag to Nina
Armor King: Press ← + ↓ + Back + Ⓐ + ⓞ then tag to King
Bryan: Press forward + Ⓐ + ⊗ then tag to Yoshimitsu
Michelle: Press Forward, Forward + ⓡ2 + Ⓐ then tag to Jun
Hwoarang: Press Forward + Ⓐ + ⊗ then tag to Baek
Devil: Press Ⓐ + ⓞ then tag to [illegible]
[illegible]: Press forward, Forward + ⓡ2 + Ⓐ, then tag to Jun
Julia: Press Back + Ⓐ, then tag to Michelle
Jin: Press Back + ⓡ2 + Ⓐ then tag to Kazuya
Kazuya: Press forward, forward + ⓡ2 + Ⓐ then tag to Jun
King: Press Back + ⓡ2 + Ⓐ then tag to Armor King
Law: Press forward Ⓐ ⓡ2 then tag to Panda

TEST DRIVE: OFF-ROAD WIDE OPEN

Pro Class Trucks
Successfully complete the first nine tracks in single race mode

Unlimited Class Trucks
Successfully complete the first 27 tracks in single race mode under the hard difficulty setting to unlock a monster truck

Humvee
Finish in first place in the first three seasons of Career mode in all divisions

Shelby Dodge Durango
Finish in first place in season four of Career mode in the speed division

Dodge T-Rex
Finish in first place in season four of Career mode in the power division

Rod Hall Hummer
Finish in first place in all divisions in Career mode

THEME PARK WORLD

All Purchases Are Free
Press ←, ↓, ⊗, ⓡ2 eight times while in the park

Golden Tickets
Press ↑, ↓, ←, →, ⓞ, →, ←, ↓, ↑, ⓡ2 four times while in the park

All Items Researched
Press ↑, ↓, ↑, ↓, ←, ↑, ↓, ↑, ↓, → nine times while in the park

All Awards
Press ↑, ↓, ←, →, ⓞ, →, ←, ↓, ↑, ⓡ2 five times while in the park

THIS IS FOOTBALL 2002

Africa All-stars Team: Win the Africa Cup
America All-stars Team: Simply win the America Cup
Asia All-stars Team: Win the Asia Cup
German League All-Stars Team: Win the German League
Leicester Square Pitch: Simply win the European Cup
Credit FMV Sequence: Simply win the Timewarp Cup

TIGER WOODS PGA TOUR 2001

Distract Opponent
During a multi-player game, press up on the action buttons while your opponent is aiming and starting their swing

Faster CPU turn
Hold ⓛ1 + Ⓐ when the CPU hits the ball

TIME CRISIS 2

Auto Bullets
Complete Story mode on any difficulty level to unlock the option to turn on Auto Bullets or Auto Trigger

Auto Reload
Clear the Story mode at any difficulty level using your Auto Bullets

Wide Shots
Clear the Story mode at any difficulty level with the Auto Reload function

TOP GEAR DARE DEVIL

At the main menu, enter these codes

Alternate Colors
↓ ⓡ2 ↓ ⓛ1 →(2), ↑ ← ⓞ(2) ⓛ1 ⓛ2

Motion Blur Effect
↑ ← ⓞ ↓ → ⓡ2 ↑ ↓ ← → ⓞ ⓡ2. A Blur setting will appear on the options screen

All Cars
ⓡ2, ↑, ↓, →, ← ⊗ ⓞ ⓡ2 while the main screen is loading

Unlock All Bonus Levels
At the club house ON TV SCREEN press ⓛ1 ⓛ2 ⓡ1 ⓡ2

Unlock All Cities
At the club house ON TV SCREEN press ⓛ1 ⓛ2 ⓡ1 ⓡ2

TWISTED METAL: BLACK

To use these codes set the control option to Classic and enter during gameplay

Invincibility
Hold ⓛ1 + ⓛ2 + ⓡ1 + ⓡ2 and quickly press ↑, ↓, ←, →(2), ←, ↓, ↑ during gameplay. Alternately, hold ⓛ1 + ⓛ2 + ⓡ1 + ⓡ2 and press →, ←, ↓, ↑

Unlimited Health and Turbos
Hold ⓛ1 + ⓛ2 + ⓡ1 + ⓡ2 and quickly press →, ←, ↓, ↑

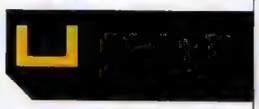
Mega Machine Guns
Hold ⓛ1 + ⓛ2 + ⓡ1 + ⓡ2 and quickly press ⊗ⓛ1 Ⓐ

One Hit Kills
Hold ⓛ1 + ⓛ2 + ⓡ1 + ⓡ2 and quickly press ⊗(2) ↑

God Mode
Hold ⓛ1 + ⓛ2 + ⓡ1 + ⓡ2 and quickly press ↑, ⊗, ←, ⓞ

Weapons for Health
Hold ⓛ1 + ⓛ2 + ⓡ1 + ⓡ2 and quickly press Ⓐ, ⊗, ⓡ2, ⓞ

Alternate Weapon View
Press 💻 + a directional button



UNREAL TOURNAMENT

God Mode
Press pause and enter ⓡ2 ⓞ ← → ⓞ ⓡ2

All Ammo
Pause game and press ←, → ⓞ ⓞ ⓞ →, ←

Cheating the Ladder
On the resume game menu, select an existing saved game and press ↑, ↓, ↓, ↑, ←, ↑, →, ↓

Advance Through the Current Map
Pause and press ↑, ↓, ←, →, →, ←, ⓞ

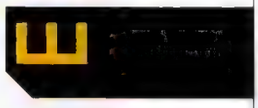
Unlock Everything
Create a saved game file, then select resume game from the [illegible] menu. [illegible] the [illegible] screen. Then highlight the [illegible] and press ↑, ↓, ↓, ↓, ↑, ←, ↑, →, ↓ [illegible] the Main Menu screen

Enter these codes at the main menu

Unlock Big Head Mutator
←, →, ←, →, ←, →, ⓞ ⓞ ⓞ

Unlock Fatboy
ⓞ ⓞ ⓞ ↑, ←, ← ↑ ⓞ ⓞ ⓞ

Unlock Stealth
ⓡ2 ⓡ2 ⓞ ⓞ ⓡ2 ⓡ2 ⓞ ⓞ



WACKY RACES

At the cheat code screen, enter these codes

All Tracks: CHIMPGIVEAWAY
All Gadgets: GADGETCRAZY
All Cars: MONKEYBUSTERS
Kid Mode: THOSEWACKYKIDS
Dastardly Difficulty Setting: FASTCARSAGOGO

WDL: WAR JETZ

Enter Codes
All Codes and Levels Unlocked
TWOCENTS
Level Select
JMPT
Invincibility
DNGDM
Super Armour
MRRMR
Faster Jets
ZPPS
Big Guns
HNNW
Huge Guns
BP
Rapid Fire
LRUS
Speed Shots
NSTNT
Dual Fire
NDBMBS
Spin Shots
SPZY
Shields When Rolling
SLRW
Top Gun Mode
GM
Overlords Mode
VRLRDS
Valhalla Mode
WNRLFST
Ghost Mode
SNKY
Weapon Level-up At 3
PWRS
Switch Planes
SPCNS
Instant Win
SMSHNG
Slow Down to Hover
SSHNDRS

WILD WILD RACING

Cheat Mode
Hold ⓡ2 and press ↑ ⓞ ↓ ⓞ ←, → ← → ⓞ at the options screen. A new window titled Secret should appear in the bottom of the options screen. Input a cheat code and Go to single player mode and enter your name as NORTHEND. This will unlock all courses, cars and the ice cream van and cow catcher UFO!

X-SQUAD

Enter all these codes at the main title screen

Private Rank: Press ⓡ2 ⓞ Ⓐ. This gives you a game with Michaels temp 5 [illegible] and [illegible] points displayed

Sergeant Rank: Press Ⓐ ⓞ ⓡ2. The game will [illegible] Taylor Mk2, Michaels [illegible] 5 [illegible] and bonus points displayed

Lieutenant Rank: Press ⓛ1 ⓛ2 ⓡ1 ⓡ2. This gives you a game with a level 3 shield, no weapons, Taylor Mk2, Michaels [illegible] 5 [illegible] and bonus points displayed. Equipped and all [illegible] points bonus when a level is completed

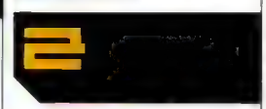
Captain Rank: Press ⓞ ⓛ1 ⓞ, ⓛ1, Ⓐ ⓛ1. Do this to get a [illegible] weapons, Taylor Mk2, Michaels [illegible] 5 [illegible] and bonus points displayed

Major Rank: Press ⓛ1 ⓡ2 ⓛ1 Ⓐ ⓛ1 ⓞ ⓛ1. You'll get to play a game with a level 5 shield, level [illegible] weapons, Taylor Mk2, Michaels [illegible] 99 clips and bonus points displayed

Colonel Rank: Press Ⓐ ⓛ1, ⓞ, ⓡ2, Ⓐ ⓞ. This results in a game with a level 3 shield, level [illegible] weapons, Taylor Mk2, Michaels [illegible] 99 clips for each and bonus points displayed

General Rank: Press 💻 ⓛ1 ⓛ2 ⓛ1(2) 💻(2). You'll get a game with a level 5 shield, level [illegible] weapons, Taylor Mk2, Michaels [illegible] recommended weapons, 99 clips for each and bonus points displayed

Master of X-Squad rank: Press ⓞ(4) Ⓐ ⓡ2(4). You'll get to play with a level 5 shield, level 5 [illegible] weapons, Taylor Mk2, Michaels [illegible] recommended weapons, 99 clips for each and bonus points displayed



ZOE

All characters and levels [illegible] in the game, complete the [illegible] mode

Alternate ending sequences
[illegible] and then [illegible] cards. Now finish the game, during the ending sequence

Full Health and Ammo During Gameplay
Press pause during battle press ⓛ1 ⓛ2 ⓡ1 ⓡ2 ⓛ1 ⓛ2 ⓡ1 ⓡ2 ⓛ1 ⓛ2

Unlock Versus Mode Without Beating Game
At the title screen where it says 'Push Start Button' press ⓞ ⊗ → ←, →, ←, ↓ ↓, ↑ ↑

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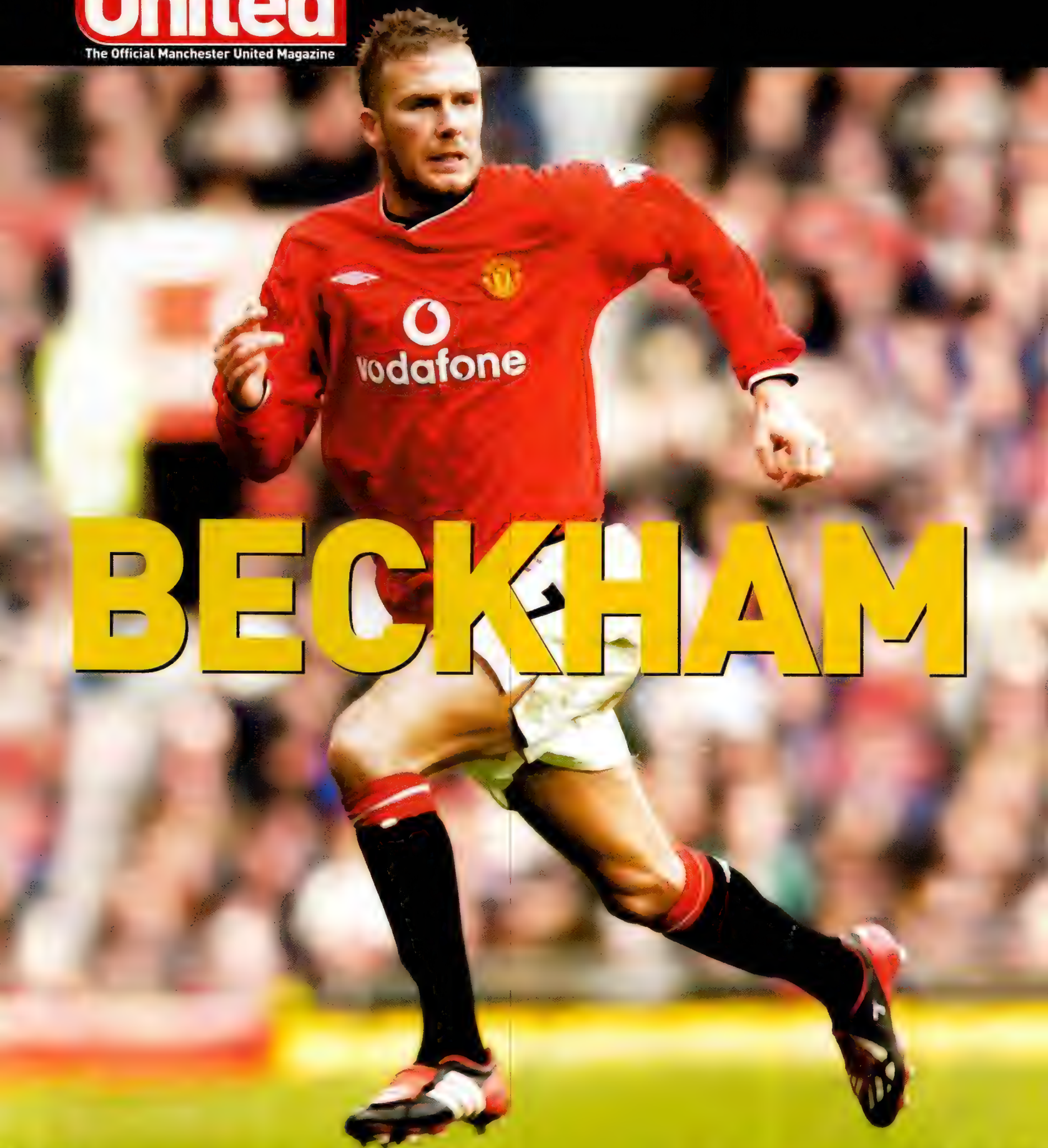

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"PSM2 MEETS NUMBER TWOS - THORNY ISSUES EXPLORED ON THE THRONE" INVESTIGATOR: Tim Weaver

AAAAAAND CUT-SCENE

Is the cut-scene taking over? Has *MGS2* heralded in a new era where storyline is more important than gameplay?

Let's face it, unless someone in Hollywood has other, more extraordinary ideas, creating *Metal Gear Solid* is as close as Hideo Kojima is ever going to get to being Ridley Scott for a day. Or even John Carpenter. Likewise, guiding Snake through top secret missions, tranquillizing enemies and stuffing their bodies into lockers, and saving the world from nuclear Armageddon is about as good as it'll get for us – unless someone's spoken to you recently about the next Bond film.

Fact is, being involved in film making in *any* capacity – let alone as director, writer or star – is out of the reach of most of us, and even the not-so-ordinary Joes like Kojima-san, and everyone involved knows it. But, while we're content in the knowledge that we're never likely to be involved in movies in any capacity, it seems games developers aren't.

Take Kojima's own *MGS2* as an example. It'll last, by our reckoning, approximately ten hours, but just over an hour of that – and maybe even more – will be taken up by the, admittedly glorious, storyline-bolstering cut-scenes. *That's a tenth of the game*. Sure, *MGS2* has one of the most plausibly Hollywood-like scripts of any game ever made, but that's not really the point. You bought *MGS2* to play, not to watch.

"*Metal Gear Solid 2* is a great videogame," says Harvey Elliott, head of Acclaim's UK studios, part of the team responsible for *Extreme-G 3*. "The quality of the cut-scene production is first rate. Whether all the information is necessary for the game to progress I'm not so sure."

Others agree.

"I contend that *MGS2* has well over *two* hours of cut-scenes," Steve Ellis at *TimeSplitters* coders, Free Radical, continues. "It certainly seemed that way when I played it. Some of the cut-scenes were so long that they had inbuilt save points. I feel it was too much – beautiful though they are, they're not what gaming is about, and definitely detracted from my enjoyment of it."

TALE OF THE DREAD

However, some are more supportive of Kojima's attempts at splicing intelligent plot and level-setting movie-style intros. "It's an example of a game driven by the story," says Clint Nembhard at *Tomb Raider* developers, Core. "I don't think it's too much considering the total amount of gameplay." Though, Clint *did* have problems with the intro. "I was concerned about the amount of cut-scenes I was watching from starting the game – that could get a little tedious."

Games developers are in a privileged position: they get to build worlds, they get to dream up elaborate set pieces, they get to scare people, to thrill people, to excite people. They arguably even have more power over their audience than film makers do. Think about it – films only allow you to watch; games allow you to watch *and* take part. But, it's the taking part that seems to have been forgotten on the new, all-powerful PS2, a machine that can dream up more wonderful places and do more wonderful things than any machine before it. *MGS2* isn't the first game in history to place importance on storyline and mood-setting, but such is its level of invention and importance, it probably *is* the first time we've been made to seriously question how much of a game should be set aside for story-building and how much should be set aside for gameplay.

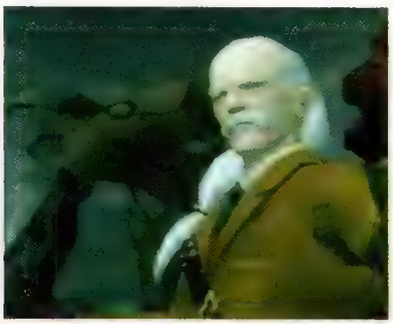
"SURE, MGS2 HAS ONE OF THE MOST PLAUSIBLY HOLLYWOOD-LIKE SCRIPTS OF ANY GAME EVER MADE, BUT THAT'S NOT REALLY THE POINT"

LIVING DULL

Al Howerd, a freelance games scriptwriter based in California, concurs: "*MGS2* has one of the best storylines I've ever seen in a videogame – it's straight out of the movies. But, in order to deliver that story, Kojima has had to set aside a hell of a lot of his game for cut-scenes and plot establishment. You're saying it's a tenth, I reckon it's even more, especially if you take into consideration the Codex – at points you're nearly nodding off there's so much of that stuff."

So, at what point does there become an unacceptable amount of cut-scenes?

BATTER THE DEVIL YOU KNOW: *Devil May Cry* keeps cut-scenes to a minimum, leaving the accent on action.



OCELOT OF NONSENSE: With a plot as complex as this, could you understand it with less chatter and more action?

CASH BANG WOLLOP

They cost money, they're time-consuming, they cut down on gameplay. So why are cut-scenes so important to developers?

"The worrying thing is that gamers *expect* them now," one developer – who didn't want to be named – told us. "Whether they acknowledge it or not, cut-scenes have become such an integral part of videogames that, if they're not there, they're suddenly conspicuous by their absence."

But what if you're a new developer, working on a shoestring budget, and it's simply not financially viable for you to spend reams of cash on creating cut-scenes?

"You're buggered. The big games – the big sellers – they simply *must* have cut-scenes. It's a given. If you show a game to your publisher that doesn't have cut-scenes in, it'll be the first thing they pick up.

"I'd say there's a rivalry between developers now over who can create the best cut-scenes. The Japanese have laid down the gauntlet in terms of presentation of story, and everyone's playing catch-up."

But, what's wrong with a couple of establishing cut-scenes rather than presentation that stretches to ten minutes and more?

"Nothing," says our source, "but the games that get the most attention from the press are the games that have the largest number of cut-scenes – guaranteed. Why else would *The Bouncer* get so much coverage before its release when, even at its very earliest stages, it looked disappointing?

"As a developer you're out there to get noticed, you want your game to be bought, and press coverage proves extremely helpful. It's sad and it's worrying."

RAIL RAY STRIKE: No so much a boss battle as a bit of staying out of her way and waiting for the cut-scene.

"As a rough guide, we would try to keep cut-scenes to less than five percent of the total games experience," says Harvey Elliott. "You get into a flow with gameplay and interrupting it for any length of time can prove detrimental to the overall experience." Interestingly, Harvey also adds: "You can't have characters talking for a couple of minutes without something interesting to see."

Firstly, if cut-scenes took up around five percent of *Metal Gear Solid 2*, you'd *still* be looking at a whopping half-an-hour – longer than an episode of The Simpsons. And secondly, if characters talking to each other for a couple of minutes is a *bad* thing, how come no-one has ever questioned – up until now – the amount of frankly yawnsome Codex chatter in *Metal Gear*?

"I guess because the actual gameplay is so good," says Al Howerd. "You become a little more forgiving if it's obvious a lot of effort has been put into the actual game. When there's not, where there's a bunch of cut-scenes and not much game, it shows the game up for what it is."

We've found that not everyone's the forgiving type, though.

"It's good to see that a backlash against excessive use of cut-scenes is finally beginning," comments Steve Ellis at Free Radical. "*In TimeSplitters 2* the cut-scenes are only important to set the mood for the level. We don't expect anyone to buy the game just to see the cut-scenes. The game itself is where our effort is being focused. If that weren't the case, we'd start making films."

BLEEDIN' 'ELL: Kojima-san claims that his main inspiration's American cinema. So what's this? Blade? Dracula: Dead and Loving It?

"IF CUT-SCENES TOOK UP AROUND FIVE PERCENT OF METAL GEAR SOLID 2, YOU'D STILL BE LOOKING AT A WHOPPING HALF-AN-HOUR"

And perhaps that's it. Perhaps some developers are frustrated film makers, determined to produce something worthy of an appearance at your local multiplex – a task made a good deal easier by the power of the PS2. Kojima's list of loves includes sundry Hollywood films. When interviewed, he seems to spend more time talking of movies than he does of other games. Or maybe the relationship between game and film isn't as distant as we all think, brought even closer by Sony themselves when they created a machine capable of playing games and movies.

WHAT'S THE STORY?

Imagine, though, if the effort that had been put into *MGS2*'s cut-scenes had instead been transferred to the game proper – could we have seen an even better game? Unequivocally, yes. You'd be playing instead of listening and watching and, who knows, the time they freed up during the development of the cut-scenes might well have resulted in further gameplay advances.

But, would we be happy to have played a *Metal Gear Solid 2* that had no plot-building cut-scenes? Would the experience have been the same? Here at PSM2 we would've rather have seen more gameplay, but maybe we're alone.

In fact, the truth is, we could all do without story and we could all do without cut-scenes if it meant our games lasted longer and played better. But, with titles like *The Getaway* arriving over the coming months, and relative stinkers like the plot-heavy *Frank Herbert's Dune* already here, it seems not all developers are taking note. **PSM2**

LENGTH AND BREADTH

So, are we heralding a brave new – and frighteningly gameplay-free – era of interactive movies? Fortunately not, according to Harvey Elliott at Acclaim. At least not yet. "Although some games are starting to feel like interactive movies, ultimately we just don't have the processing power," he says. "Films like Shrek, and Monsters, Inc use phenomenal processing power to suspend disbelief over the characters being computer generated. If we try and create that kind of experience, and make it interactive, well, simply put we're going to need stacks more power..."

BOG MOUTH!

THE INDUSTRY SPEAKS TO PSM2

"Cut-scenes are important to our games as a form of storytelling and plot development. Ideally we would reveal everything during gameplay, but we can use a cut-scene to highlight something of special importance, introduce a new character, or cause the game to suddenly change direction and throw the player off balance.

"Without cut-scenes, we're dependent on the player following a specific path in order to discover the information themselves, and we're no longer in control of the exact timing or how they approach any given situation"

[redacted]

"(CUT-SCENES SHOULD TAKE UP) AS MUCH TIME AS IS NECESSARY TO GET THEIR POINT ACROSS, AND NO MORE. THEY SHOULDN'T BE ARTIFICIALLY PADDED IN ORDER TO EXTEND THE DURATION OF THE GAME"

Steve Ellis,
Free Radical Design

"Cut-scenes play an integral part to our games. They can set the mood for the plot and the story, and can be portrayed easily and effectively through a cut-scene as a opposed to in-game"

[redacted]

Core Design

"SOME DEVELOPERS THINK GAMERS BUY GAMES ON THE STRENGTH OF THE CUT-SCENES. THEY MAY BE RIGHT"

Anonymous source

"I have watched so many American films that there are bound to be memorable scenes that I keep inside myself. I wanted to create a hide and seek game, but with just hide and seek elements and no story, there's no thrill and no tension. So, what I did was have a bunch of bad guys taking over a nuclear facility and then a guy with a mission goes in there and tries to solve the situation. This decision is influenced by little things I have seen in films"

[redacted]

NEXT ISSUE

EXTRAS! EXTRAS!

Bless the DVD format. With unlockable features turning up on almost every decent release, PS2 discs are looking like genuine value for money. Just a bonus, or a real selling point? We give it a good prod.

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OVERLOAD

A FRANTIC BURST OF FUTURE PS2

トクセンジョウホウ

プレビュー

MATT HOFFMAN'S PR

As a sign that, hey, summer's almost here, we bring you a selection of the loudest shots from *Tony Hawk's* new stablemate.

GRIND FORCE: The balance meter's nothing shocking - tap ← and → to rack up the points.

IN THE MODE: Expect Road Trip and Freeride modes, as loads of Horse-style two-player options.

One of the last games likely to be released by Rainbow Studios for a third-party publisher other than THQ (who recently acquired them), *Matt Hoffman's Pro BMX 2* is about to grind all over Dave Mirra's dreams...

The idea: You know the score by now. Men push themselves to the limit on two wheels – they have no choice in the matter, as you're the one who's in charge of the controls. *Pro BMX 2* looks robust and realistic, in a *Pro Skater 3* style.

Best Features: It all comes down to the tricks, right? As always *Dave Mirra's* ripped with them, but, crucially, the new street-based freestyle manuals that allow you to link them together take this into another dimension. These freestyle moves are pretty easy to pull off, and can be used to link on the street or as you come out of a vertical move. They also look great, thanks to the silky animation. Handily, there's loads of

CHEESY DOES IT: Pull off a great move and an image gets saved to the new Photo Scrapbook.

WHEELIE GOT ME GOING: There're 11 riders in the game, four of which are new to videogames.

O BMX 2

stuff to trick off in the environments, but if you get tired of these, there's also a smart Course Editor to get to grips with. In short: detailed.

Bottom Line: The competition in the extreme sports sector is fiercer than it's ever been. Activision have gained a lot of recognition and respect thanks to Neversoft's super-solid *Tony Hawk's* series, and this looks like building on their reputation. BMXing *does* appeal to a different, smaller audience than skating though. You don't quite have the same connection with the world as you do on a skateboard.

ANTICIPATION ★★★★

LINK'S AWAKENING: The manuals look great - *Pro BMX 2's* the best looking BMX game to date.

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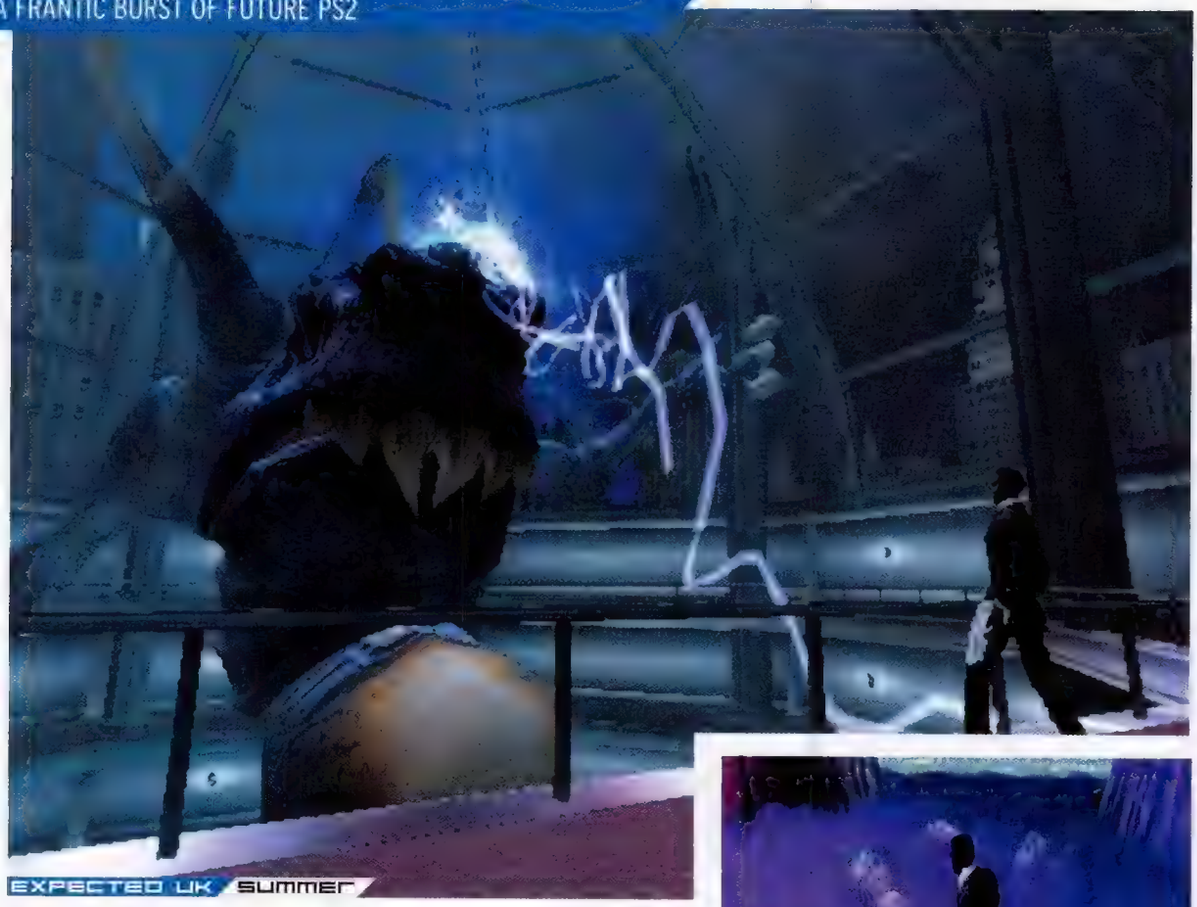


EXPECTED UK SUMMER

MIB 2: ALIEN ESCAPE

The first game stank like a badger. Does its sequel smell any sweeter?

The idea: The Men In Black unearth a space prison ship that crash-landed into our planet's oceans A Long Time Ago. Many of its inmates are unaccounted for, and it's down to the two sharpest-dressed galaxy defenders – Jay and Kay – to bring 'em back.

Best Features: *MIB 2's* a third-person fast-action game. The early shots you see here show Will Smith's character Jay in action, but you can choose to tackle the levels as the craggier Kay instead. This being a videogame an' all, each character has slightly different skills – Jay's fast and agile, whereas Kay's a weapons specialist with a fatter health bar.

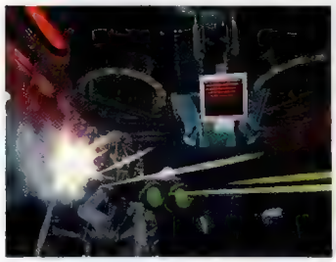
Bottom Line: If this squeezes out in time for the movie, this'll do mental numbers, we're sure.

ANTICIPATION ★★★

CRITTER KILL: You'll face adversaries from the first film, as well as a stack of new ones from *MIB 2*.

DISPLAY DEAD: Here you can see how all the on-screen gauges work together.

TALE WINTON: The game's doesn't follow the plot of the second or first film - it's a brand new story.



LEVEL CRUSHING: The game's torn into five episodes, including one set in a nuclear powerplant.

ATTACK OF THE DRONES: Fast-talkin' Jay's weapons are good, but Kay's cause more damage.

AUTUMN

THE LORD OF THE RINGS

The idea: You slash up the Orcs and help protect the hairy-footed baby-men. EA's first *Lord of the Rings* action-adventure game is based on the look, feel and events of the first film trilogy.

Best Features: You play as Aragorn (human), Gimli (dwarf) and Legolas (elf), with the other members of The Fellowship helping out as you get stuck into recognisable monsters from the movie (see the cave troll above). Little is known of the game mechanics, although we're promised a tactical scrapping system which encourages you to think strategically about your choice of character and weapon in key situations.

Bottom Line: Confusingly, the first game will be released in conjunction with the second film later this year. From the little we've seen of the game though, it's clear this captures the atmosphere of the film perfectly.

ANTICIPATION ★★★★★

AUTUMN

REIGN OF FIRE

The idea: Based on the forth-coming effects-rammed movie of the same name – where Christian Bale and Matthew McConaughey go on a dragon-slaying crusade to post apocalyptic 2024 London – Bam! Entertainment's title is a game of two halves. For the first part of *Reign of Fire* you play as the human resistance forces – complete these levels and you get to see things from the dragons' perspective.

Best Features: We're pleased to see that you can play as the napalm-flobbing enemy. We're promised 'some of the most spectacular explosions ever seen in a game' as a result. Sounds good.

Bottom Line: Needs the movie to do well to pull in mainstream gamers.

ANTICIPATION ★★★

MINI'S HURT: Surprisingly, this is one racer which gets to show top cars carrying damage.

EXPECTED UK JUNE

TOCA RACE DRIVER

Codemasters stuck black gold with their brutal *TOCA* series on PSone. They don't seem to be resting on their laurels for the PS2 debut.

The idea: Race like a maniac in the UK's TOCA Tour, as well as competing around the world in the likes of Germany's DTM Championship and Australia's AVESCO V8 Supercar Shell Championship series. Neat.

Best Features: As you're probably aware, Codemasters are planning on a more 'immersive' feel for their new range of racers. They don't want to feel *TOCA*'s just another boshed-out sequel with more cars and tracks (despite highlighting the fact that it'll feature 42 real cars, 13 championships and 38 world-famous circuits). So, they're mixing up 'characters' with real-world drivers. You get to play one of these game-world characters – so you can bond and stuff – and, hopefully, get a sense of real achievement, taking them through to glory.

Bottom Line: *TOCA*'s got a great pedigree. The PSone versions were exhilarating, gritty burns – there was *real* contact between motors, and genuine damage. You didn't have to be into the whole Touring Car thing to get a buzz. The PS2 version looks like taking things to another level.

ANTICIPATION ★★★★

DIRTY DENT: The damage engine looks impressive - very *World Rally Championship*.

'ERE GLOBE: You'll race around Silverstone, Hockenheimring and even pay a visit to Vegas.

RACE FACE: It's taking a 56-strong team and an investment of around £3 million to create *TOCA*...

EXPECTED UK OCTOBER

SUPERMAN

The idea: With a cel-shaded game world based on the Warner Bros TV series, Infogrames' *Superman: Shadow of Apokolips* follows the caped-up Man of Steel as he tackles Lex Luthor's Inter-Bot robot army and the Kryptonite-powered villain, Metallo.

Best Features: Superman's powers are obviously a big draw. You pick Heat Vision (burn goons), X-Ray Vision (discover hidden dangers), Super Breath (pushes objects around and freezes fire), Super Speed and – obviously – Flight.

Bottom Line: There've been some rubbish *Superman* games in our time – will this game's 15 hours of play be enough to break the curse?

ANTICIPATION ★★★

EXPECTED UK NOVEMBER

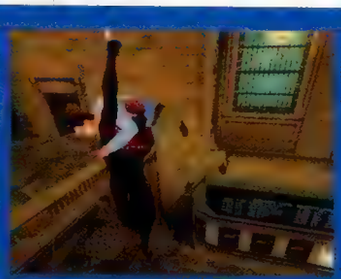
ROLLING

The idea: You know the score here – jump, grind and inline skate your way to happiness in Liverpool developer/publisher Rage's first 'extreme sports game'.

Best Features: *Rolling*'s fat with 10 international skaters, including Randy Spaizer, Fabiola da Silva and a bunch of other people no-one's ever heard of, plus real-world skate parks spread from California to Kobe City, Japan. It'll be interesting to see how the trick system works here, compared to *Chris Edwards' Aggressive Inline*'s one-action-button approach.

Bottom Line: There's no big name driving this (unlike Rage's Beckham title), but we don't think that should really matter.

ANTICIPATION ★★★



EXPECTED UK MAY

SPIDER-MAN

The idea: Closely following the plot and structure of the movie released on May 3rd, Activision's follow-up to their PSone *Spider-Man* games takes out some of the sentimental stuff and pumps up the action side of things.

Best Features: Brilliant new web-based attacks, plus a new dead slide/zipline move, a wrestling style suplex smash and a brilliant leap-onto-an-enemy's-shoulders-and-pummel-their-head assault. This has come on a treat since we first saw it.

Bottom Line: There's a lot of movie licenses in this issue's Overload. Something that'd normally have us reaching for the big shitty stick. But this looks great.

ANTICIPATION ★★★★

EXPECTED UK MAY

RALLY CHAMPIONSHIP

The idea: Some people might consider that we need another rally game about as much as we need a spot of trepanning (just an idea). A new game needs to offer something very different.

Best Features: "More cars than any other rally game" is the theme here, with the option to take a Mini Cooper and an Audi Quattro, as well as your usual rally real-world motors for a spin. Expect to take part in the Vauxhall Rally of Wales, the Scottish Rally and the Manx Rally, and head to the US, Arctic and Africa.

Bottom Line: To be honest, we're looking forward to *Colin McRae 3* a little more...

ANTICIPATION ★★

EXPECTED UK MAY

BARBARIAN

Coded by Saffire and published by Virgin, the hard-hitting multi-player slash-off *Barbarian* pummels its way onto PS2 in a month or so.

The idea: You can see from the shots here what this game's all about. Fighting. Over and over again. With everyone greased up and squeezed into skimpy loincloths or metal bras. If you ever experienced Saffire's *Xena: Warrior Princess* on (*sssh*) N64, you'll know what this is like.

Best Features: There are ten playable characters to choose from, each with their own massive home arena and their own individual hang-ups and back-stories. *Hmmm*... exactly what you'd expect, then. The interesting twist comes in the form of the branching storylines. There are reportedly over 30 in-game choices to be made, resulting in over 300 different quests – although it's unclear exactly how different these individual 'quests' are.

Another important feature is the multi-player aspect. You can hook up a MultiTap so that four real players can join four other CPU-controlled warriors on-screen. Eight weapon- and magic-wielding characters kicking up a storm can be confusing, but quite a messy spectacle.

Bottom Line: Looks a bit brown and murky in places, but it's refreshing to see a developer trying to add a little story depth to a game that at the end of the day boils down to hit-man-in-head-repeatedly. Surprisingly, the head-chop manoeuvre from the original *Barbarian* is missing...

ANTICIPATION ★★★

"EVERY SUCCESSFUL QUEST BRINGS THE CHOICE OF WHERE TO GO NEXT..."

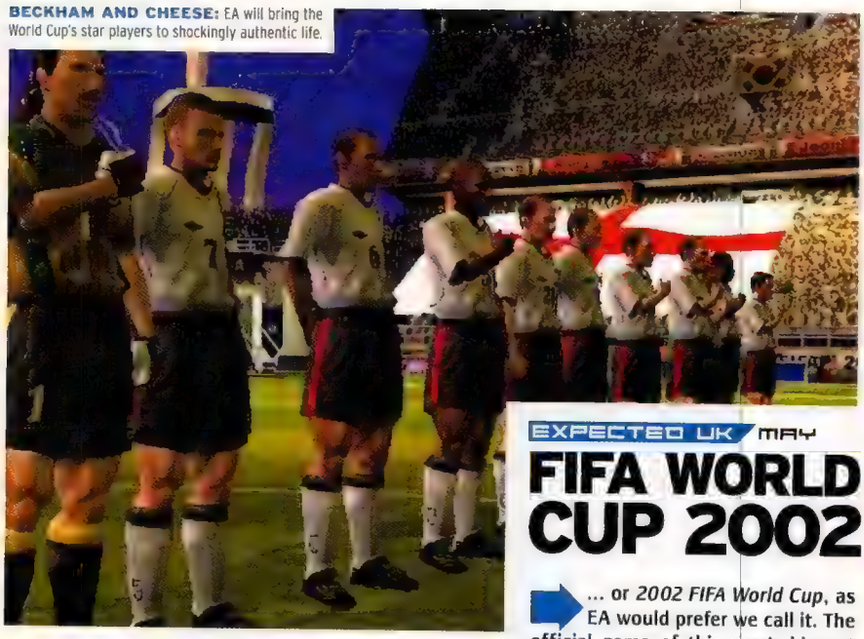
VIRGIN SOURCE
As you advance through the game, you'll earn RPG-style upgrades for your character.

LOB STARE: You can also hit your enemy with other people, swinging 'em round by their ankles.

EASTER EGGS: By winning quests and finding secret areas you'll unlock bonus game modes.

CAST OF THE MOHICANS: Each character wields their own kind of magic, as well as weapons.

TOP OF THE PLOTS: Blue girl Jinn here used to torture souls of the damned in the underworld.



BECKHAM AND CHEESE: EA will bring the World Cup's star players to shockingly authentic life.

BRAZIL NUTS: Expect lots of sky-punching cinematics before and after each game.

EXPECTED UK MAY

FIFA WORLD CUP 2002

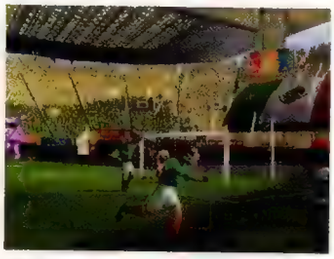
... or *2002 FIFA World Cup*, as EA would prefer we call it. The official game of this year's biggest sporting event is almost here...

The idea: You decide which nation picks up the trophy.

Best Features: It's the only game licensed to use the official FIFA World Cup, 20 new World Cup stadiums in Japan and Korea, and all the mascots, insignia, yadda-yadda-yadda. In single-player, you'll be able to crack into Tournament mode – a seven-game series, starting with the round-robin groups, leading onto playoffs and the final match. EA are attempting to capture the atmosphere of the occasion with effects such as 'Moment Zooms', where replays focus on the facial animations of the players, and 'World Cup Moments', where the Vancouver Symphony Orchestra spark up.

Bottom Line: Football fans are going to love it – it's incredibly authentic, and its flaws could conceivably be overlooked. Game fans will notice the increased variety and more robust play. It's a little slow at the moment, but we're sure that'll be addressed by the time the World Cup kicks off.

ANTICIPATION ★★★



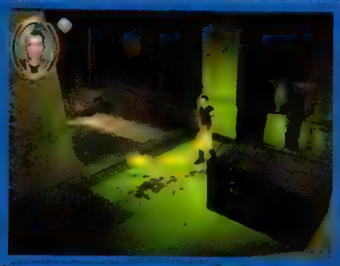
MEXICO-OP: The crowd look likely to greet goals with confetti, streamers, flags and, er... lasers?

ENGLAND OF HOPE: This is the kind of celebrations we want to see for real this Spring.

"GAMERS WILL FIND A WHOLE NEW WORLD OF HIGH-TEMPO ACTION, OBVIOUS FROM THE FIRST TOUCH OF THE BALL"

EA SPOKESPERSON

EA are keen to highlight the 'accessible' and 'exciting' new gameplay – 'Air Play' will be a feature introduced, for instance, and should encourage one-touch headers, volleys, scissor kicks, juggling and the like.



EXPECTED UK AUTUMN

CURSE

The idea: Set in Victorian London, and sweeping eventually, to the pyramids of Ancient Egypt, *Curse* follows the highs and lows of Darien Dane – engineer and expert in Victorian technology – as he tries to recover a missing, spooky statue. And fights off mummified bad-asses along the way.

Best Features: A We Are The Champions-style thumbs-up for the mix of re-animated mummies mixed with a Gothic vision of the nation's capital. A thumbs-down for the first features the developers highlighting being the games 'real-time animated cut-scenes'.

Bottom Line: Fair to middlin'.

ANTICIPATION ★

EXPECTED UK MAY

DOWNFORCE

The idea: Drive futuristic F1-style cars around slightly futuristic cities *really, really* slowly. OK, that's not exactly true – there's an abundance of words like 'adrenaline' and 'blistering' in the game's draught manual. This looks a bit like *Driven* and other notable karting/F1 games, but with an emphasis on car damage and brain-juddering pile-ups.

Best Features: Virgin haven't got an F1 license for the game, so they're free to experiment. The crashes are decent – not as exciting as *Burnout*, but more realistic, and the car deformation system's a winner.

Bottom Line: A tight coding job, but the idea itself isn't inspiring. Very solid, nonetheless.

ANTICIPATION ★★

EXPECTED UK 2003

NIGHTMARE CREATURES 3

The idea: You play the heroine in a Prague-set 19th Century murder-mystery. If you've played the first two games, you know the kinda thing that's certain to be on offer here – a third-person action-adventure with (possibly) badly designed levels.

Best Features: When night falls, you merge with your Raven familiar and transmute into an angry beast to face Adam Crowley, *Nightmare Creatures*' ultimate boss.

Bottom Line: This has a lot of work to do to wipe the sticky memory of *Nightmare Creatures* from our minds. It's not out until early 2003, so we'll keep you posted.

ANTICIPATION ★

EXPECTED UK AUTUMN

MORTAL KOMBAT 5

The idea: *Street Fighter*'s nastier cousin return with a new engine and new characters.

Best Features: *Kombat* can't rely on the Beavis and Butthead-style snigger factor for its heart-ripping, blood-sodden style of play. Oh, actually, Duncan's just said it can. We're pleased to see the old girl getting a brand new fighting engine, though – something a little more flowing would be ideal – but it's the return of the FATALITY that we're looking forward to most of all. Bring back Sub Zero's spine-ripping one, we say. Actually, that's what Joel says. He loves a nice bit o' *Kombat*.

Bottom Line: Toastie.

ANTICIPATION ★★★★

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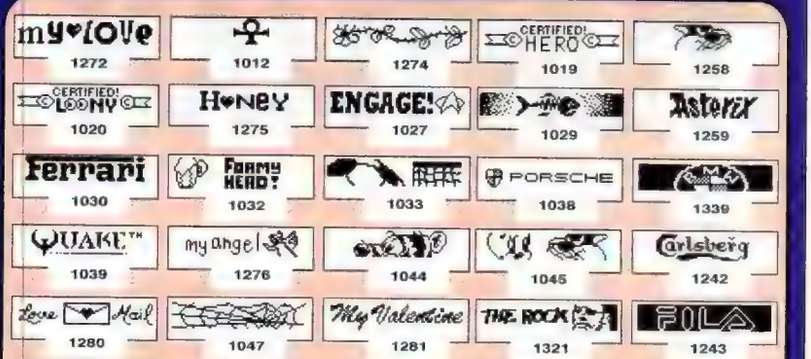

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THE UNKNOWN STUNTMAN

To round off this PSM2 *Stuntman* special we've managed to get an exclusive interview with one of the leading stunt doubles currently working in games today – Ventura Spleen, a veteran of over 200 games. Please meet the man that might jump an open drawbridge, or Tarzan from a vine, 'cos he's the Unknown Stuntman that makes Dante look so fine... etc, etc.

So Vent, what was your first break in stunt work?
Well, it's quite a few years back now but my first break was *Tetris*. I just turned up there, blagged my way in and managed to get a test as the stunt double for the piece that looks a bit z-shaped. I was pretty raw and inexperienced, so they dropped me – but I managed to re-adjust in mid-air and slot perfectly in the bottom right-hand corner to complete the line. The whole crew just stood there in amazement – I was hired.

So, from there you knew that was the life for you?
Man, that *Tetris* gig was mental. Boy, it was some party! There were lines disappearing all over the place and it was just a constant struggle to keep everything in place. Whoah, crazy times...

What work are you most particularly pleased about?
I got a lot of cred for 'Man Trapped In Car' in *Tony Hawk's 3*. But I supposed it has to be *Evil Twin*. They were going to get some midget guy in, but I just said 'hey, I can do short.' And I did.

You mentioned Tony Hawk, does he really need a stunt double?
Oh yeah, the guy's got the co-ordination of a sandwich. They chose him 'cos he's got a cool name. He's actually a washboard player in a skiffle band – completely true.

Any work you regret not doing?
To be honest, I thought the *Crash Bandicoot* gig was mine. I'd worked on the earlier ones and had big plans for the PS2 version – some groundbreaking stunts involving a hammock and barrel of Swarfega.

And all they want is 'crates'. "Break crates!" I don't like slagging anybody off but those guys were dickheads. Rank amateurs. And that Bandicoot's an animal... Almost rutted me shins smooth.

What can we see you in next?
I've just finished *State of Emergency*.

Who were you in that?
Well, I was the whole crowd. Yep, everyone in the riot scenes is me. It's quite easy to do if you have the experience – we did it with some mirrors and a reversible jacket.

***And of course we can't forget about* Metal Gear Solid 2 ...**
Oh yeah. Well it's always great to work with Dave (Solid Snake). I mean he's a big star but such a gentlemen. He's good people. Then there's Hids (Hideo Kojima). That guy is a genius – a grade A genius. You know, he sees things that normal people don't. He comes across as quiet, but boy, he likes to party. I could tell you about one night when it was just me and him, a yard of sweet sherry, a box of Fruit Corners and an inflatable Pauline Quirke... or was that just a beautiful dream? Anyway...

And the future?
Jeez... I hope to stay in the business, but my biggest fears are for the young guys coming in. Some of them won't be able to make a living as there's growing reliance on computer technology when it comes to stunts. Soon they won't need us at all...

■ *You won't be able to see Ventura Spleen appear in* Stuntman *(pg27), out this September, as he isn't real. And a complete and utter liar.*

Kojima © Konami
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B = 02
Baldur's Gate
Batman Vengeance
BIG: SSX Snowboarding
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Bloody Roar 3
Bombad Racing
Bond: Agent Under Fire
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C = 03
CAPCOM vs SNK 2
Cart Fury
Championship Snooker
City Crisis
Code Veronica X
Commandos 2
Crash Bandicoot
Crazy Bump's: Car Bat.
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Cricket 2002

D = 04
D.N.A. Dark Native Apostle
Dare Devil
Dark Alliance: Baldur's Gate
Dark Angel
Dark Cloud
Dark Legacy
Dark Summit
Dave Mirra Freestyle BMX 2
Dead or Alive 2
Devil May Cry
Disney's Dinosaur
Donald Duck: Quack Attack
Driving Emotion Type-S
Dropship
Drum Mania
Dynasty Warriors 2
Dynasty Warriors 3

E = 05
Ecco the Dolphin
Eighteen Wheeler
Ephemeral Phantasia
Episode 1: Star Fighter
Escape Monkey Island
ESPN Int. Track & Field
ESPN NFL Primetime 2002
ESPN Skateboarding
ESPN Snowboarding
Eternal Ring
Evergrace
Evil Twin
Extermination
Extreme G 3
Extreme Racer

F = 06
F1 2001
F1 Champ. Season 2000
FIFA 2001
FIFA 2002
Final Fantasy 10
Formula 1 2001
Four by Four Evolution
Fur Fighters

G = 07
Gauntlet: Dark Legacy
Giants: Citizen Kabuto
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Gran Turismo Concept
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Grandia 2
Green Rogue
Guilty Gear X Plus
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Gundam: J to Jaburo

H = 08
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Half Life
Harry Potter
Headhunter
Herdy Gerdy
Heroes of Might & Magic
High Heat Baseball '02

I = 09
Ico
Int. Track & Field
International Super Soccer
ISS Pro Evolution

J = 10
J Bond: Agent Under Fire
Jak & Daxter
J McGrath's Supercross World
Just Bring It

K = 11
Kengo: M. of Bushido
Kessen
Kinetica
Klonoa 2
Knockout Kings 2001

L = 12
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M = 13
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Martian Gothic
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MDK2
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Midnight Club
Might & Magic
Monkey Island (Escape)
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MTV Music Generator 2
MTV Sports Skateboarding
Mummy Returns
MX 2002
MX Rider

N = 14
NBA Hoopz
NBA Live 2002
NBA Shootout 2001
NBA Street
NCAA Football 2002
NFL 2001
NHL 2001
NHL 2002
NHL Hitz 2002

O = 15
Off Road Fury
Off Road Wide Open
Oni
Onimusha: Warlords
007: Agent Under Fire
Operation Winback
Orphen

P = 16
Parappa the Rapper 2
Parasite Eve 2
Paris-Dakar Rally
Pirates. Black Kat
Player Manager
Portal Runner
Pro Evolution Soccer
Project Eden

Q = 17
Quake 3 Revolution

R = 18
R Carmichael's MX 2002
Rayman 2
RC Revenge Pro
Ready 2 Rumble Round 2
Red Faction
Resident Evil: Code V. X
Revolution: Quake 3
Rez
Ridge Racer 5
Ring of Red
Road Rage
Robot Wars
Rumble Racing
Rune: Viking Warlord

S = 19
S Palmer's Pro Snowboarder
Shadow of Memories
Shadowman 2
Silent Hill
Silent Hill 2
Silent Scope
Silent Scope 2
Silpheed: Lost Planet
Simpson's Road Rage
Sky Odyssey
Sky Surfer
Smackdown! Just Bring It
Smugglers Run
Smugglers Run 2
Soul Reaver 2
Splashdown
Spy Hunter
SSX - Snowboarding
SSX Tricky
Star Trek Voyager: Elite Force
Star Wars: Star Fighter
State of Emergency
Street Fighter Ex 3
Street NBA
Summoner
Sunny Garcia: Surfing
Super Bombad Racing
Supercar Street Challenge
Swing Away Golf
Syphon Filter 3

T = 20
T. Woods PGA Tour 2001
Tekken Tag Tournament
Test Drive: Wide Open
The Bouncer
The Mummy Returns
The Simpsons: Road Rage
The Weakest Link
The World is not Enough
Theme Park World
This is Football 2002
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Time Splitters
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Tomb Raider 5
Tony Hawks Pro Skater 2
Tony Hawk's Pro Skater 3
Top Gear: Dare Devil
Top Gun: Combat Zones
Track and Field
Twisted Metal Black
Type-S: Driving Emotion

U = 21
Unreal Tournament

V = 22
Vampire Apocalypse
Victorious Boxers

W = 23
W Games Snowboarding
Wacky Races
Warlords (Onimusha)
Warriors of M & M
WDL: War Jetz
Weakest Link
Wetrix 2
Who Wants 2BA Million. 2
Wild Wild Racing
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World C Snooker 2002
World Is Not Enough
Wrath of Cortex
WRC: World Rally Champ.
WWF Smackdown 3

X = 24
X Games: Skateboarding
X-Squad
X-treme G3

Z = 26
Zone of the Enders

0-9 = 27
007 Agent Under Fire
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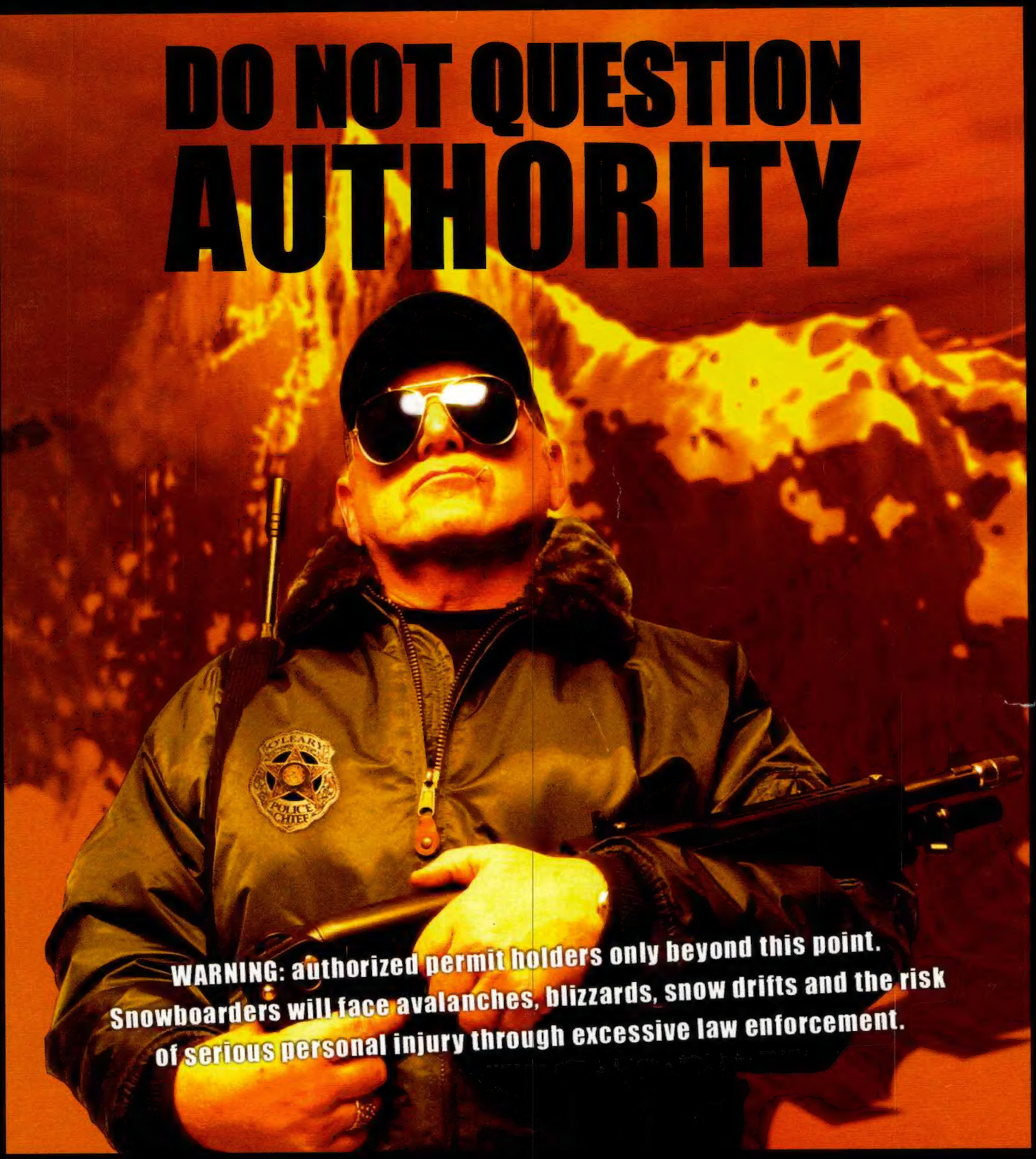
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